

File 350:Derwent WPIX 1963-2003/UD,UM &UP=200312

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File 347:JAPIO Oct 1976-2002/Oct(Updated 030204)

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File 371:French Patents 1961-2002/BOPI 200209

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Set	Items	Description
S1	129	AU='KOJIMA HIDEO'
S2	72336	IMAGE() PROCESS???
S3	4459	VIDEO() GAME? ?
S4	1	S1 AND S2 AND S3
S5	1	(S1 AND S2:S3) NOT S4

4/7/1 (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
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06331240 **Image available**

IMAGE PROCESSING METHOD, VIDEO GAME DEVICE, AND RECORD MEDIUM

PUB. NO.: 11-272841 [JP 11272841 A]
PUBLISHED: October 08, 1999 (19991008)
INVENTOR(s): KOJIMA HIDEO
APPLICANT(s): KONAMI CO LTD
APPL. NO.: 10-070991 [JP 9870991]
FILED: March 19, 1998 (19980319)

ABSTRACT

PROBLEM TO BE SOLVED: To provide a **video game** device which can increase interest by making more versatile the representing styles of characters and a scenery image.

SOLUTION: The **video game** device 2 is equipped with an image management part 213 which generates data of a character operated by a player and a scenery image changing with the behavior of the character and displays them on a display device and a sound source indication part 214 which outputs effect sound corresponding to the behavior of the character. The image management part 213 generates a scenery image viewed subjectively with the eyes of the character when the character stops and is ready to move and a scenery image obtained by objectively viewing the behavior of the character when the character is moving. The sound source indication part 214 outputs indications to hardware so that different effect sound is outputted depending upon the case of the objectively viewed scenery image and the case of subjectively viewed scenery image is displayed.

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?t4/8/1

4/8/1 (Item 1 from file: 347)
DIALOG(R)File 347:(c) 2003 JPO & JAPIO. All rts. reserv.

06331240 **Image available**

IMAGE PROCESSING METHOD, VIDEO GAME DEVICE, AND RECORD MEDIUM

INTL CLASS: G06T-001/00; A63F-009/22; G06T-015/70; G06T-007/20

5/7/1 (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
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06091718 **Image available**
VIDEO GAME MACHINE, AND MACHINE READABLE RECORDING MEDIUM RECORDED WITH
COMPUTER PROGRAM

PUB. NO.: 11-033234 [JP 11033234 A]
PUBLISHED: February 09, 1999 (19990209)
INVENTOR(s): KOJIMA HIDEO
APPLICANT(s): KONAMI CO LTD
APPL. NO.: 09-191584 [JP 97191584]
FILED: July 16, 1997 (19970716)

ABSTRACT

PROBLEM TO BE SOLVED: To provide a **video game** machine capable of taking interest even by a player with little in leisure.

SOLUTION: A CPU 1 of a **video game** machine specifies one of plural events concerning the ending of a story in a game world. Continuously, the CPU 1 judges whether or not the specified event can be omitted based on an omission possible flag which is contained in a state managing table. When the event is judged to be omission possible, CPU 1 stops the supply of the event in accordance with an event omitting signal inputted from a controller 21 and supplies a corresponding bridge pattern in place of the supply-stopped event. Thus, the number of supplied events concerning the ending of the story is reduced and a game playing time spending till the ending of the story by the game player is shortened.

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File 348:EUROPEAN PATENTS 1978-2003/Feb W02

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File 349:PCT FULLTEXT 1979-2002/UB=20030213,UT=20030123

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Set	Items	Description
S1	8	AU='KOJIMA HIDEO' OR AU='KOJIMA HIDEO C O HARUCHIKA PRECIS- ION CO LTD'

1/6/1 (Item 1 from file: 348)

01349528

Game system provided with message exchange function, game apparatus used in the game system, message exchange system, and computer readable storage medium

Spielsystem mit Nachrichtenaustauschfunktion, Spielvorrichtung zum verwenden in das Spielsystem, Nachrichtenaustauschsystem, und Computerlesbares Speichermedium

Système de jeu et fonction d'échange de messages, appareil de jeu utilisés dans la système de jeu, et système d'échange de messages, et support d'enregistrement lisible par ordinateur

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200145	2769
SPEC A	(English)	200145	9825
Total word count - document A			12594
Total word count - document B			0
Total word count - documents A + B			12594

1/6/2 (Item 2 from file: 348)

01125787

Video game system, method of saving image, and recording medium with game program recorded therein

Videospielsystem, Verfahren zum Abspeichern eines Bildes und Speichermedium zur Abspeicherung des Spielprogrammes

Système de jeu video, methode de sauvegarde d'images et support d'enregistrement pour programme de jeu

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200010	2161
SPEC A	(English)	200010	13436
Total word count - document A			15597
Total word count - document B			0
Total word count - documents A + B			15597

1/6/3 (Item 3 from file: 348)

01072471

Image processing method, video game apparatus and storage medium

Bildverarbeitungsverfahren, Videospielvorrichtung und Aufzeichnungsmedium

Methode de traitement d'image, appareil de jeu video et support d'enregistrement

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9938	1976
SPEC A	(English)	9938	6390
Total word count - document A			8366
Total word count - document B			0
Total word count - documents A + B			8366

1/6/4 (Item 4 from file: 348)

01048321

Image processing method and apparatus, and storage medium therefor

BILDVERARBEITUNGSVERFAHREN UND -GERAT, UND SPEICHERMEDIUM DAFUR

METHODE ET APPAREIL DE TRAITEMENT D'IMAGE, ET SUPPORT D'ENREGISTREMENT POUR CELA

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9927	2936
SPEC A	(English)	9927	5748
Total word count - document A			8684

Total word count - document B 0
Total word count - documents A + B 8684

1/6/5 (Item 5 from file: 348)

00481093

Spherical surface machining apparatus and transporting apparatus therefore.
Gerat zum Bearbeiten von spharischen Flächen und dazugehörige
Fordereinrichtung.

Appareil d'usinage de surfaces spheriques et convoyeur associe.

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPBBF1	334
CLAIMS B	(English)	EPBBF1	410
CLAIMS B	(German)	EPBBF1	349
CLAIMS B	(French)	EPBBF1	490
SPEC A	(English)	EPBBF1	3546
SPEC B	(English)	EPBBF1	3573
Total word count - document A			3880
Total word count - document B			4822
Total word count - documents A + B			8702

1/6/6 (Item 6 from file: 348)

00265177

Composition for administration through a body cavity.

Zusammensetzung zur Verarbreichung durch eine Korperoffnung.

Composition pour l'administration par une cavite corporelle.

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPABF1	167
SPEC A	(English)	EPABF1	3071
Total word count - document A			3238
Total word count - document B			0
Total word count - documents A + B			3238

1/6/7 (Item 7 from file: 348)

00259816

Method and apparatus for manufacturing hollow cylindrical guide roller for
magnetic recording tape.

Verfahren und Gerat zur Herstellung einer hohlzylinderformigen Lenkrolle
fur magnetische Tonbänder.

Methode et appareil pour fabriquer des rouleaux de guidage cylindriques
creux pour bandes magnetiques d'enregistrement.

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	EPBBF1	609
CLAIMS B	(German)	EPBBF1	822
CLAIMS B	(French)	EPBBF1	929
SPEC B	(English)	EPBBF1	2370
Total word count - document A			0
Total word count - document B			4730
Total word count - documents A + B			4730

1/6/8 (Item 8 from file: 348)

00177098

Automatic lens grinding apparatus.

Automatische Linsenschleifanlage.

Machine automatique de meulage de lentilles.

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
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CLAIMS B	(English)	EPBBF1	622
CLAIMS B	(German)	EPBBF1	580
CLAIMS B	(French)	EPBBF1	747
SPEC B	(English)	EPBBF1	4389
Total word count - document A			0
Total word count - document B			6338
Total word count - documents A + B			6338

?t1/3,ab/2,3,4

1/3,AB/2 (Item 2 from file: 348)
 DIALOG(R) File 348:EUROPEAN PATENTS
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01125787

Video game system, method of saving image, and recording medium with game program recorded therein

Videospielsystem, Verfahren zum Abspeichern eines Bildes und Speichermedium zur Abspeicherung des Spielprogrammes

Système de jeu video, methode de sauvegarde d'images et support d'enregistrement pour programme de jeu

PATENT ASSIGNEE:

Konami Co., Ltd., (1897212), 3-2, Minatojimanakamachi 7-chome, Chuo-ku, Kobe-shi, Hyogo 650-0046, (JP), (Applicant designated States: all)

INVENTOR:

Kojima, Hideo, 8-15, Kugahara 5-chome, Ota-ku, Tokyo 146-0085, (JP)

LEGAL REPRESENTATIVE:

Manitz, Finsterwald & Partner (100619), Postfach 22 16 11, 80506 Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 983782 A2 000308 (Basic)

APPLICATION (CC, No, Date): EP 99116950 990827;

PRIORITY (CC, No, Date): JP 98261029 980901

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI; LU; MC; NL; PT; SE

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-013/10

ABSTRACT EP 983782 A2

A game system has a manual controller for producing a control signal in response to a manual control input from a game player, and a game execution unit and a graphic display unit for generating a game image which represents a game space based on the control signal from the manual controller and/or a predetermined sequence. The game system also has a JPEG image data generator for recording image data of the game image in a memory card based on the control signal from the manual controller.

ABSTRACT WORD COUNT: 88

NOTE:

Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200010	2161
SPEC A	(English)	200010	13436
Total word count - document A			15597
Total word count - document B			0
Total word count - documents A + B			15597

1/3,AB/3 (Item 3 from file: 348)
 DIALOG(R) File 348:EUROPEAN PATENTS
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01072471

Image processing method, video game apparatus and storage medium

Bildverarbeitungsverfahren, Videospielvorrichtung und Aufzeichnungsmedium

Methode de traitement d'image, appareil de jeu video et support d'enregistrement

PATENT ASSIGNEE:

Konami Co., Ltd., (1897210), 3-2, Minatojimanakamachi 7-chome, Chuo-ku,
Kobe-shi, Hyogo-ken, (JP), (Applicant designated States: all)

INVENTOR:

Kojima, Hideo , 8-15, Kugahara 5-chome, Ota-ku, Tokyo 146-0085, (JP)

LEGAL REPRESENTATIVE:

Manitz, Finsterwald & Partner (100614), Postfach 22 16 11, 80506 Munchen,
(DE)

PATENT (CC, No, Kind, Date): EP 943362 A2 990922 (Basic)

APPLICATION (CC, No, Date): EP 99105406 990316;

PRIORITY (CC, No, Date): JP 9870991 980319

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-009/22

ABSTRACT EP 943362 A2

A video game apparatus produces a image of a player character whose motion is operated by a player and a scene image which changes according to the motion of the player character, and displays the produced player character image and scene image on a display unit. The video game apparatus further produces sound effects according to the motion of the player character. The video game apparatus produces a first scene image subjectively viewed by the player character when the player character is stopped in a movable state, and a second scene image objectively viewing the motion of the player character when the player character is moved, and displays the produced one of the first and second scene images on the display unit. The video game apparatus produces different sound effects depending on which of the first and second scene images is displayed.

ABSTRACT WORD COUNT: 143

NOTE:

Figure number on first page: 3

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9938	1976
SPEC A	(English)	9938	6390
Total word count - document A			8366
Total word count - document B			0
Total word count - documents A + B			8366

1/3,AB/4 (Item 4 from file: 348)

DIALOG(R) File 348:EUROPEAN PATENTS

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01048321

Image processing method and apparatus, and storage medium therefor

BILDVERARBEITUNGSVERFAHREN UND -GERAT, UND SPEICHERMEDIUM DAFUR

METHODE ET APPAREIL DE TRAITEMENT D'IMAGE, ET SUPPORT D'ENREGISTREMENT POUR CELA

PATENT ASSIGNEE:

Konami Co., Ltd., (1897210), 3-2, Minatojimanakamachi 7-chome, Chuo-ku,
Kobe-shi, Hyogo-ken, (JP), (Applicant designated States: all)

INVENTOR:

Kojima, Hideo , 8-15, Kugahara 5-chome, Ota-ku, Tokyo 146-0085, (JP)

LEGAL REPRESENTATIVE:

Finsterwald, Martin, Dr. et al (75234), Manitz, Finsterwald & Partner
GbR, Robert-Koch-Strasse 1, 80538 Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 927955 A2 990707 (Basic)

EP 927955 A3 010718

APPLICATION (CC, No, Date): EP 98124877 981230;

PRIORITY (CC, No, Date): JP 98410 980105

DESIGNATED STATES: DE; FR; GB

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: G06T-015/70; A63F-013/10

ABSTRACT EP 927955 A2

A plurality of presentation expressing data produced by different directors according to one game scenario are stored so as to correspond to progress data of the game scenario and identification data of the directors. When one of the directors is selected by a game player, the corresponding presentation expressing data is read out using the identification data of the selected director. CG images are produced based on the read-out presentation expressing data and displayed. If the game player selects another director during the progress of the game scenario, the corresponding presentation expressing data is read out so that CG images are produced based on the presentation expressing data of the different director and displayed.

ABSTRACT WORD COUNT: 115

NOTE:

Figure number on first page: NONE

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9927	2936
SPEC A	(English)	9927	5748
Total word count - document A			8684
Total word count - document B			0
Total word count - documents A + B			8684

File 350:Derwent WPIX 1963-2003/UD,UM &UP=200312

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File 347:JAPIO Oct 1976-2002/Oct(Updated 030204)

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File 371:French Patents 1961-2002/BOPI 200209

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Set	Items	Description
S1	171	VIDEO()GAME? ? AND IMAGE()PROCESS???
S2	2302440	LOCATION? ? OR POSITION? ? OR COORDINATE OR COORDINATES
S3	1947104	MOTION? ? OR MOVE OR MOVES OR MOVING OR MOVED OR MOVEMENT?
	?	
S4	173091	CHARACTER? ? OR AVATAR? ? OR SUTURE? ?
S5	9213820	2
S6	2424543	TWO
S7	167365	IMAGES
S8	109354	IC=G06T
S9	6810	IC=A63F-013/00
S10	25	S1 AND S2 AND S3
S11	7817	S5(2W)S7 OR S6(2W)S7
S12	1	S1 AND S11
S13	0	S10 AND S12
S14	135	S1 AND S8:S9
S15	19	S10 AND S14
S16	19	S15 NOT S12
S17	913102	VIEW OR VIEWS OR VIEWPOINT? ?
S18	1610	S5(2W)S17 OR S6(2W)S17
S19	0	S1 AND S18
S20	26	S1 AND S17
S21	21	S20 NOT (S10 OR S12)

12/34/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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010149276 **Image available**

WPI Acc No: 1995-050528/199507

Image processing appts. for portable video game - judges image
merits based on points with reference to part image constituting each
object image, which is changed in accordance with judged results and
displays

Patent Assignee: CASIO COMPUTER CO LTD (CASK); CASIO KEISANKI KK (CASK)

Inventor: ARIIZUMI M; MASE T; MURATA Y; SATO S

Number of Countries: 005 Number of Patents: 016

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
TW 232059	A	19941011	TW 93107869	A	19930924	199507 B
CN 1089046	A	19940706	CN 93120846	A	19931214	199532
US 5491777	A	19960213	US 93148975	A	19931108	199612
JP 8047579	A	19960220	JP 92349427	A	19921228	199617
			JP 95232153	A	19921228	
JP 10249063	A	19980922	JP 95232153	A	19921228	199848 N
			JP 9866678	A	19921228	
KR 9704114	B1	19970325	KR 9327502	A	19931213	199937
JP 11216267	A	19990810	JP 9866678	A	19921228	199942 N
			JP 98328571	A	19921228	
JP 11216268	A	19990810	JP 9866678	A	19921228	199942 N
			JP 98328570	A	19921228	
JP 2000165657	A	20000616	JP 98328571	A	19921228	200036 N
			JP 99374812	A	19921228	
CN 1254610	A	20000531	CN 93120846	A	19931214	200045
			CN 99106414	A	19931214	
JP 3144276	B2	20010312	JP 92349427	A	19921228	200116
			JP 95232153	A	19921228	
JP 3144375	B2	20010312	JP 95232153	A	19921228	200116 N
			JP 9866678	A	19921228	
JP 3144402	B2	20010312	JP 9866678	A	19921228	200116 N
			JP 98328570	A	19921228	
JP 3144403	B2	20010312	JP 9866678	A	19921228	200116 N
			JP 98328571	A	19921228	
JP 3261773	B2	20020304	JP 92332725	A	19921214	200219
JP 3298198	B2	20020702	JP 92360899	A	19921230	200246

Priority Applications (No Type Date): JP 92360899 A 19921230; JP 92332725 A
19921214; JP 92349427 A 19921228; JP 95232153 A 19921228; JP 9866678 A
19921228; JP 98328571 A 19921228; JP 98328570 A 19921228; JP 99374812 A
19921228

Patent Details:

Patent No	Kind	Lang	Pg	Main IPC	Filing Notes
TW 232059	A		20	G06F-015/62	
CN 1089046	A			G06F-015/20	
US 5491777	A		54	G06F-015/00	
JP 8047579	A		26	A63F-009/22	Div ex application JP 92349427
JP 10249063	A		26	A63F-009/22	Div ex application JP 95232153
KR 9704114	B1			G06T-011/60	
JP 11216267	A		26	A63F-009/22	Div ex application JP 9866678
JP 11216268	A		28	A63F-009/22	Div ex application JP 9866678
JP 2000165657	A		30	H04N-001/387	Div ex application JP 98328571
CN 1254610	A			A63F-009/24	Div ex application CN 93120846
JP 3144276	B2		30	A63F-013/00	Div ex application JP 92349427
					Previous Publ. patent JP 8047579
JP 3144375	B2		28	A63F-013/00	Div ex application JP 95232153
					Previous Publ. patent JP 10249063
JP 3144402	B2		27	A63F-013/00	Div ex application JP 9866678
					Previous Publ. patent JP 11216268
JP 3144403	B2		28	A63F-013/00	Div ex application JP 9866678
					Previous Publ. patent JP 11216267
JP 3261773	B2		7	G06T-011/80	Previous Publ. patent JP 6180744

Abstract (Basic): TW 232059 A

The image data processing appts. designates each part of the object with the operation of a designation section (32) and displays object images on the display (23,55). The relative merits or the congeniality object image is judged by a judging section (31) based on the points with reference to the part image constituting each object image. Each object image is changed in accordance with the judged results and displayed on a display (23,55). When designating each part of the object, the point corresponding to the part is read out. The data relating to the object image is displayed (23) in response to the point read out.

When designating each part of the object by operating the designation section (32), the first object image composed from the combination of part images corresponding to the each part and the second object image which has good congeniality with the first object image will be display portion (23).

USE - For battle game or congeniality telling game.

Dwg.1/37

Abstract (Equivalent): US 5491777 A

An **image processor** comprising:

first setting means in which at least **two** object **images** are previously stored, the respective object images each being representative of an object, the respective objects each including plural parts, each of said plural parts having plural part images, the object images each comprising a combination of plural part images each selected from among the plural part images of the respective parts of the object;

second setting means in which plural designating data are stored, said designating data designating the part images composing each of the object images which are stored in said first setting means;

determining means for determining which one of the at least **two** object **images** stored in said first setting means wins in a battle between the at least **two** object **images**, on the basis of the designating data stored in said second setting means; and

result display means for displaying the result of the determination by said determining means.

Dwg.17/37

Derwent Class: P36; P85; T01; W04

International Patent Class (Main): A63F-009/22; A63F-009/24; A63F-013/00; G06F-015/00; G06F-015/20; G06F-015/62; G06T-011/60; G06T-011/80; H04N-001/387

International Patent Class (Additional): A63F-009/06; G06F-019/00; G09G-005/00

16/26, TI/1 (Item 1 from file: 350)
DIALOG(R) File 350: Derwent WPIX
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014716451

WPI Acc No: 2002-537155/200257

Graphics processing method for expressing deformation and motion of an elastic object uses a transformation matrix representing behavior of rigid body then solves for elastic.

16/26, TI/2 (Item 2 from file: 350)
DIALOG(R) File 350: Derwent WPIX
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014703025

WPI Acc No: 2002-523729/200256

Three-dimensional image processor has signal processor to divide closed track into areas, and calculate position on track of each three-dimensional model by moving from starting point in each area

16/26, TI/3 (Item 3 from file: 350)
DIALOG(R) File 350: Derwent WPIX
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014658736

WPI Acc No: 2002-479440/200251

Input device for graphical display used in video game or flight simulator, translates user arm movements into flight movements on display

16/26, TI/4 (Item 4 from file: 350)
DIALOG(R) File 350: Derwent WPIX
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014342004

WPI Acc No: 2002-162707/200221

Three dimensional image processing system for video game machine, determines moving direction and moving speed of cursor in 3D-space, based on inclination of analog joystick and surface characteristics of 3D-space

16/26, TI/5 (Item 5 from file: 350)
DIALOG(R) File 350: Derwent WPIX
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013840896

WPI Acc No: 2001-325109/200134

Recording medium with animation data for video game, has cell sprite data containing position data and texture data, and motion data which have change information on cell data corresponding to series of frames

16/26, TI/6 (Item 6 from file: 350)
DIALOG(R) File 350: Derwent WPIX
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013357683

WPI Acc No: 2000-529622/200048

Image processing method for video game apparatus, involves varying view points coordinates, when racing car collides with course wall

16/26, TI/7 (Item 7 from file: 350)
DIALOG(R) File 350: Derwent WPIX
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013158961

WPI Acc No: 2000-330834/200029

Video game apparatus for displaying game scene on display in which scene includes model viewed from predetermined viewpoint in virtual three-dimensional space

16/26, TI/8 (Item 8 from file: 350)
DIALOG(R) File 350: Derwent WPIX
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012993708

WPI Acc No: 2000-165560/200015

Image processor for video game machine

16/26, TI/9 (Item 9 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012775914

WPI Acc No: 1999-582140/199950

Computer game image processing

16/26, TI/10 (Item 10 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012559087

WPI Acc No: 1999-365193/199931

Viewpoint positioning mechanism of image processor used in video game machine - sets up area for movement of viewpoint of camera area in which virtual object is placed at predetermined distance from three dimensional surface

16/26, TI/11 (Item 11 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

011258193

WPI Acc No: 1997-236096/199721

Three-dimensional image processor for video game - determines position where camera can obtain clear sight of object if obstruction such as wall is detected between object and camera

16/26, TI/12 (Item 12 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

010857757

WPI Acc No: 1996-354710/199635

Image processing method for sports video game - comparing direction of moving objects and input direction for target movement, and selecting moving object in range

16/26, TI/13 (Item 13 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

010634006

WPI Acc No: 1996-130959/199614

Image processor for displaying character on screen for video game
- has displaying unit for displaying mark in form of frame which
surrounds character, moving unit with reader for reading character
coordinates to move mark near coordinate of that position and
state changing unit for changing displayed state

16/26, TI/14 (Item 1 from file: 347)

DIALOG(R) File 347: JAPIO

(c) 2003 JPO & JAPIO. All rts. reserv.

07323373

VIDEO GAME SYSTEM AND MEMORY MEDIUM FOR VIDEO GAME SYSTEM

16/26, TI/15 (Item 2 from file: 347)

DIALOG(R) File 347: JAPIO

(c) 2003 JPO & JAPIO. All rts. reserv.

07295197

METHOD AND DEVICE FOR PROCESSING THREE-DIMENSIONAL IMAGE, COMPUTER READABLE
RECORDING MEDIUM RECORDED WITH THREE-DIMENSIONAL IMAGE PROCESSING
PROGRAM AND VIDEO GAME DEVICE

16/26, TI/16 (Item 3 from file: 347)

DIALOG(R) File 347: JAPIO

(c) 2003 JPO & JAPIO. All rts. reserv.

07097951

IMAGE PROCESSOR, ELECTRONIC AMUSEMENT DEVICE AND STORAGE MEDIUM FOR
VIDEO GAME MACHINE

16/26, TI/17 (Item 4 from file: 347)

DIALOG(R) File 347: JAPIO

(c) 2003 JPO & JAPIO. All rts. reserv.

06968039

THREE-DIMENSIONAL DISPLAY METHOD FOR CG

16/26, TI/18 (Item 5 from file: 347)

DIALOG(R) File 347: JAPIO

(c) 2003 JPO & JAPIO. All rts. reserv.

06873935

RECORDING MEDIUM RECORDED WITH ANIMATION DATA, IMAGE PROCESSING METHOD
UTILIZING THE SAME AND RECORDING MEDIUM RECORDED WITH IMAGE PROCESSING
PROGRAM

16/26, TI/19 (Item 6 from file: 347)

DIALOG(R) File 347: JAPIO

(c) 2003 JPO & JAPIO. All rts. reserv.

06712899

GAME DEVICE AND METHOD FOR FORMING IMAGE DATA AND MEDIUM
?t16/7/5-9, 13-16, 19

16/7/5 (Item 5 from file: 350)

DIALOG(R) File 350: Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

013840896 **Image available**

WPI Acc No: 2001-325109/200134

Recording medium with animation data for video game , has cell sprite data containing position data and texture data, and motion data which have change information on cell data corresponding to series of frames

Patent Assignee: SEGA ENTERPRISES KK (SEGA-N); SEGA CORP (SEGA-N)

Number of Countries: 002 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 2001101440	A	20010413	JP 99277049	A	19990929	200134 B
KR 2001050769	A	20010625	KR 200057449	A	20000929	200172

Priority Applications (No Type Date): JP 99277049 A 19990929

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 2001101440	A		26	G06T-013/00	
KR 2001050769	A			G06T-013/00	

Abstract (Basic): JP 2001101440 A

NOVELTY - The frames which consist of two dimensional animation data (100) for generating a moving image is distributed in a cell. The cell sprite data have several cell data which contains position data and texture data and the motion data which contains cell stream data which has change information on the cell data corresponding to series of frame are also recorded.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

(a) Image processing procedure;

(b) Recording medium which recorded image processing program

USE - Two dimensional animation is used in video game for home use.

ADVANTAGE - A designer can generate animation of high quality independently.

DESCRIPTION OF DRAWING(S) - The figure shows the component of the recording medium used in games. (Drawing includes non-English language text).

2D animation data (100)

pp; 26 DwgNo. 3/18

Derwent Class: P36; T01; W04

International Patent Class (Main): G06T-013/00

International Patent Class (Additional): A63F-013/00

16/7/6 (Item 6 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

013357683 **Image available**

WPI Acc No: 2000-529622/200048

Image processing method for video game apparatus, involves varying view points coordinates , when racing car collides with course wall

Patent Assignee: SEGA ENTERPRISES KK (SEGA-N)

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 2000207582	A	20000728	JP 9910936	A	19990119	200048 B

Priority Applications (No Type Date): JP 9910936 A 19990119

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 2000207582	A		8	G06T-017/00	

Abstract (Basic): JP 2000207582 A

NOVELTY - The view points relating to moving condition of a racing car within virtual three dimensional space, are set. The course wall with stipulates course of racing car, has standard view points. When the car collides with the wall, the view point coordinates are

changed.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for **image processor**.

USE - For car race game apparatus.

ADVANTAGE - Improves game efficiency by varying view points based on collision of car against wall.

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of game apparatus.

pp; 8 DwgNo 1/9

Derwent Class: P36; T01; W04

International Patent Class (Main): G06T-017/00

International Patent Class (Additional): A63F-013/00 ; G06T-015/00

16/7/7 (Item 7 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

013158961 **Image available**

WPI Acc No: 2000-330834/200029

Video game apparatus for displaying game scene on display in which scene includes model viewed from predetermined viewpoint in virtual three-dimensional space

Patent Assignee: KONAMI CO LTD (KONA-N); KONAMI COMPUTER ENTERTAINMENT OSAKA KK (KONA-N); KONAMI KK (KONA-N)

Inventor: OKUTANI T; YAGI K; YAMAMOTO M

Number of Countries: 027 Number of Patents: 003

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 992945	A2	20000412	EP 99119171	A	19991006	200029 B
JP 2000113226	A	20000421	JP 98287126	A	19981008	200031
US 6390918	B1	20020521	US 99412054	A	19991004	200239

Priority Applications (No Type Date): JP 98287126 A 19981008

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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EP 992945	A2	E	16	G06T-015/00	
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Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI

JP 2000113226	A		19	G06T-017/00	
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US 6390918	B1			A63F-013/00	
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Abstract (Basic): EP 992945 A2

NOVELTY - The **video game** apparatus displays a game scene including a model viewed from a predetermined viewpoint in a virtual three-dimensional space. A model-data storage unit stores model data which defines the model to be viewed. Arrangement data is also stored which specifies the model and includes **position** data in the virtual three-dimensional space. A display processing unit displays the model using the model data, the arrangement data and data related to the viewpoint. The arrangement data stored in the arrangement-data storage unit is different from each other.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for; a model display method; a readable recording medium for storing a model for use in a **video game** display for displaying a game scene.

USE - **Video game** apparatus using optical or magnetic disc or semiconductor memory in which program data is recorded.

ADVANTAGE - Allows game scene to be displayed on monitor to show variety of displays. The memory capacity of a recording medium required for storing model data is reduced.

DESCRIPTION OF DRAWING(S) - The drawing shows a block diagram showing the main portions of a game system of the invention and the functional blocks of a CPU.

Monitor (2)

Recording medium (5)

Signal processing processor (11)

Image processing processor (12)

Viewpoint **movement** unit (61)
Field of view determination unit (62)
Instruction control unit (63)
pp; 16 DwgNo 3/10

Derwent Class: P36; T01; W04

International Patent Class (Main): **A63F-013/00 ; G06T-015/00 ; G06T-017/00**

International Patent Class (Additional): **A63F-013/00**

16/7/8 (Item 8 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012993708 ****Image available****

WPI Acc No: 2000-165560/200015

Image processor for video game machine

Patent Assignee: TAITO KK (TAIT)

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 2000020755	A	20000121	JP 98187523	A	1998070	200015 B

Priority Applications (No Type Date): JP 98187523 A 19980702

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
JP 2000020755	A	7	G06T-017/40	

Abstract (Basic): JP 2000020755 A

NOVELTY - The center-of-gravity **position** of surface data with a stereo model in an image, is calculated. The distance of center-of-gravity **position** and specific flat surface is calculated when the center-of-gravity **position** existing in one side of the specific surface of the image. An **image processing** unit applies an **image processing** to the surface data depending on the calculated distance value...

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- (a) an **image processing** procedure;
- (b) and a memory medium.

USE - For **video game** machine.

ADVANTAGE - Ensures more natural and colorful expression in a predetermined scene during **movement** of predetermined character. Enables simple processing of stereo model, such that surface condition of stereo model can be changed gradually.

DESCRIPTION OF DRAWING(S) - The figure shows the flowchart explaining the operation of an **image processor**.

pp; 7 DwgNo 3/6

Derwent Class: T01

International Patent Class (Main): **G06T-017/40**

16/7/9 (Item 9 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012775914 ****Image available****

WPI Acc No: 1999-582140/199950

Computer game image processing

Patent Assignee: KONAMI CO LTD (KONA-N); KONAMI KK (KONA-N); KOJIMA H (KOJI-I)

Inventor: KOJIMA H

Number of Countries: 030 Number of Patents: 007

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 943362	A2	19990922	EP 99105406	A	19990316	199950 B
JP 11272841	A	19991008	JP 9870991	A	19980319	199954

a duplicate of 4/7/1 in "inventor" search results

CN 1233807	A	19991103	CN 99104144	A	19990319	200011
KR 99077853	A	19991025	KR 998443	A	19990313	200052
TW 449492	A	20010811	TW 99104149	A	19990317	200237
US 20020082080	A1	20020627	US 99272467	A	19990319	200245
JP 3342393	B2	20021105	JP 9870991	A	19980319	200275

Priority Applications (No Type Date): JP 9870991 A 19980319

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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EP 943362	A2	E	20	A63F-009/22	
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Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
LI LT LU LV MC MK NL PT RO SE SI

JP 11272841	A	14	G06T-001/00
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CN 1233807	A		G06T-015/00
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KR 99077853	A		G06T-001/00
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TW 449492	A		A63F-009/22
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US 20020082080	A1		A63F-013/00
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JP 3342393	B2	11	A63F-013/00	Previous Publ. patent JP 11272841
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Abstract (Basic): EP 943362 A2

NOVELTY - An **image processing** method executed by a computer, involving detection of a display **position** and **motion** of a character on a display unit. A first and second scene images are produced based on the detected **positions** and **motions** with the first subjectively viewed by the character and the second objectively viewing **motion** of character (311). Both scenes are displayed on a display unit.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for (1) a **video game** apparatus and (2) a computer-readable program memory.

USE - Method is for enhancing the attractiveness of a **video game** featuring e.g. fighting characters.

ADVANTAGE - Method provides diversity in rendering character mannerisms and scene images.

DESCRIPTION OF DRAWING(S) - Diagram of a radar image as an example of a subjective interface image.

main character **position** (311)

pp; 20 DwgNo 3/12

Derwent Class: P36; T01; W04

International Patent Class (Main): A63F-009/22; **A63F-013/00** ; **G06T-001/00** ; **G06T-015/00**

International Patent Class (Additional): A63F-013/10; G06F-017/72; **G06T-007/20** ; **G06T-015/70**

16/7/13 (Item 13 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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010634006 **Image available**

WPI Acc No: 1996-130959/199614

Image processor for displaying character on screen for video game
- has displaying unit for displaying mark in form of frame which
surrounds character, moving unit with reader for reading character
coordinates to move mark near coordinate of that position and
state changing unit for changing displayed state

Patent Assignee: SEGA ENTERPRISES KK (SEGA-N)

Inventor: ITAI K; SUZUKI Y

Number of Countries: 005 Number of Patents: 006

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 700010	A2	19960306	EP 95306001	A	19950829	199614 B
JP 8069274	A	19960312	JP 94205805	A	19940830	199620
EP 700010	A3	19970212	EP 95306001	A	19950829	199715
US 5880709	A	19990309	US 95520832	A	19950829	199917
EP 700010	B1	20021002	EP 95306001	A	19950829	200272
DE 69528427	E	20021107	DE 628427	A	19950829	200281
			EP 95306001	A	19950829	

Priority Applications (No Type Date): JP 94205805 A 19940830

Cited Patents: 1.Jnl.Ref; US 4668947; US 5162779; WO 8906030

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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EP 700010	A2	E	19	G06F-019/00	
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Designated States (Regional): DE FR GB

JP 8069274	A		13	G09G-005/08	
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EP 700010	A3			G06F-019/00	
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US 5880709	A			G09G-005/00	
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EP 700010	B1	E		G06F-019/00	
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Designated States (Regional): DE FR GB

DE 69528427	E			G06F-019/00	Based on patent EP 700010
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Abstract (Basic): EP 700010 A

The processor comprises mark displaying unit for displaying a mark, which is displayed as a cursor to indicate a character on the display. The mark **moving** unit **moves** the mark so as to indicate the character.

A mark display state changing unit changes a displayed state of the mark depending on the advancement of the **image processing** state of the character. Both the displaying and changing of the mark are simultaneous, so that the character's **position** and processed image state are recognised together.

ADVANTAGE - Easily and rapidly identifies displayed character.

Predicts next **movement** of character.

Dwg.1/10

Derwent Class: P85; T01; W04

International Patent Class (Main): G06F-019/00; G09G-005/00; G09G-005/08

International Patent Class (Additional): A63F-009/22; **G06T-003/40** ;

G09G-005/36

16/7/14 (Item 1 from file: 347)

DIALOG(R)File 347:JAPIO

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07323373 **Image available**

VIDEO GAME SYSTEM AND MEMORY MEDIUM FOR VIDEO GAME SYSTEM

PUB. NO.: 2002-191860 [JP 2002191860 A]

PUBLISHED: July 10, 2002 (20020710)

INVENTOR(s): MIYAMOTO SHIGERU

SHIMIZU TAKAO

IMAMURA TAKAYA

MORITA KAZUAKI

KIHARA TSUYOSHI

APPLICANT(s): NINTENDO CO LTD

APPL. NO.: 2001-324646 [JP 20011324646]

Division of 09-123273 [JP 97123273]

FILED: April 25, 1997 (19970425)

ABSTRACT

PROBLEM TO BE SOLVED: To provide a **video game** system which enables a player to easily view a screen and to easily take a sight to an enemy and enables the player to comfortably enjoy games and a memory medium for the **video games**.

SOLUTION: The **image processor** supplies the image data to **move** the **position** of a player object on the screen of a display device in a direction reverse to an instructed direction when the player instructs the **moving** direction of the player object by a control means to the display device.

COPYRIGHT: (C)2002,JPO

16/7/15 (Item 2 from file: 347)

DIALOG(R)File 347:JAPIO

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07295197 ****Image available****

METHOD AND DEVICE FOR PROCESSING THREE-DIMENSIONAL IMAGE, COMPUTER READABLE
RECORDING MEDIUM RECORDED WITH THREE-DIMENSIONAL **IMAGE** **PROCESSING**
PROGRAM AND **VIDEO** **GAME** **DEVICE**

PUB. NO.: 2002-163675 [JP 2002163675 A]
PUBLISHED: June 07, 2002 (20020607)
INVENTOR(s): NAGAYAMA KENTARO
APPLICANT(s): KONAMI CO LTD
APPL. NO.: 2000-361344 [JP 2000361344]
FILED: November 28, 2000 (20001128)

ABSTRACT

PROBLEM TO BE SOLVED: To easily plot the prescribed number of two or more same three- dimensional models which are made to **move** on a prescribed a closed orbit at a prescribed speed and connected at equal intervals.

SOLUTION: The **coordinates** of the **position** of a three-dimensional model existing in the i-th section after the time when a unit time passes are calculated by adding a speed vector to the present **coordinates** . The rotating angle of the three-dimensional model existing in the i-th section after the time when the unit time passes is calculated by adding an angular speed to the rotating angle of the present three-dimensional model (ST19).

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16/7/16 (Item 3 from file: 347)

DIALOG(R)File 347:JAPIO

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07097951 ****Image available****

IMAGE **PROCESSOR** , ELECTRONIC AMUSEMENT DEVICE AND STORAGE MEDIUM FOR
VIDEO **GAME** **MACHINE**

PUB. NO.: 2001-325607 [JP 2001325607 A]
PUBLISHED: November 22, 2001 (20011122)
INVENTOR(s): UMIBE KOJI
 KANEMURA SEIKICHI
 MASUDA RYOSUKE
APPLICANT(s): SEGA CORP
APPL. NO.: 2000-145595 [JP 2000145595]
FILED: May 17, 2000 (20000517)

ABSTRACT

PROBLEM TO BE SOLVED: To cancel the unnatural **movement** of a ball by selecting, like a digest, the main parts of a game which do not depend on the key operation of a controller, displaying these parts on a screen, optimizing a camerawork during the game and making coincident the links of the natural **movements** of the ball and the actions of players.

SOLUTION: The game is divided into blocks for each of ball dead, this image for each block is edited until the next block start (until restart of thinking and calculation), a ball **position** is corrected, the exact announcement and camerawork are set and the images are reproduced as a digest. Thus, a player can securely grasp the progress of the game and the result and can enjoy the game with the pictures having higher reality.

COPYRIGHT: (C)2001,JPO

16/7/19 (Item 6 from file: 347)

DIALOG(R)File 347:JAPIO

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06712899 **Image available**
GAME DEVICE AND METHOD FOR FORMING IMAGE DATA AND MEDIUM

PUB. NO.: 2000-298733 [JP 2000298733 A]
PUBLISHED: October 24, 2000 (20001024)
INVENTOR(s): KOIWA KOUKI
 NAGOSHI TOSHIHIRO
 MASUDA TAKUJI
 KAZAMA TAKAYUKI
 INOKAWA AKIRA
 FUJIMURA TAKASHI
APPLICANT(s): SEGA ENTERP LTD
APPL. NO.: 2000-078128 [JP 200078128]
 Division of 09-321720 [JP 97321720]
FILED: November 21, 1997 (19971121)
PRIORITY: 08-312459 [JP 96312459], JP (Japan), November 22, 1996
 (19961122)

ABSTRACT

PROBLEM TO BE SOLVED: To provide a **video game** device for expressing the trace of an object **moving** in a **video game** on a screen.
SOLUTION: A game device for displaying an object **moving** according to the development of a game as an image is provided with a means S132 for reading the present **position** of the object and a trace mark plotting means S132-S158 for plotting a trace mark with a length within a prescribed range from the present **position**, and for gradually making faint and extinguishing the rear edge side of the trace mark according to the lapse of a time. Thus, arithmetic amounts of the **image processing** can be reduced by reducing a trace polygon such as a tire.

COPYRIGHT: (C)2000,JPO

21/26, TI/1 (Item 1 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

015030570

WPI Acc No: 2003-091087/200308

Three-dimensional game image processing program recorded medium for video game machine, has instruction codes for drawing polygons facing direction of viewpoint position of virtual camera

21/26, TI/2 (Item 2 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014715832

WPI Acc No: 2002-536536/200257

Video game machine controller includes operating device that designates moving direction of image or game character according to inclination of housing, relative to control element

21/26, TI/3 (Item 3 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014586732

WPI Acc No: 2002-407436/200244

Three dimensional image processor for video game system, generates shadow image in pixels corresponding to pixel subtraction of front and back facing polygons

21/26, TI/4 (Item 4 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014575530

WPI Acc No: 2002-396234/200243

Electronic television gaming equipment comprises of a heat radiation structure with fan assisted cooling system includes connections for external modem and read/write external memory

21/26, TI/5 (Item 5 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014438606

WPI Acc No: 2002-259309/200231

Three dimensional texture mapping system for computer video game systems using a pre-stored texture map and a two dimensional image to produce a virtual three dimensional game space.

21/26, TI/6 (Item 6 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014116820

WPI Acc No: 2001-601032/200168

Game cartridge for three-dimensional video game system, generates character display with specified number of polygons in response to detected speed of character movement

21/26, TI/7 (Item 7 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

013546802

WPI Acc No: 2001-031008/200104

Video game system, includes detachable cartridge having external ROM into which instructions for initiating particular camera mode and causing the processing device to respond to controller are stored

21/26,TI/8 (Item 8 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

013329661

WPI Acc No: 2000-501600/200045

Image processor e.g. video game apparatus, displays word which cannot be recognized, based on judgment whether word recognized is in accord with input

21/26,TI/9 (Item 9 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

013069842

WPI Acc No: 2000-241714/200021

Image processor for personal computer, generates 3D image by perspective projection of image on flat surface according to view point, based on placement position of computed image for mirror reflection effects

21/26,TI/10 (Item 10 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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012672147

WPI Acc No: 1999-478254/199940

Line data generating system for performing perspective transformation of visible stimuli

21/26,TI/11 (Item 11 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

012055269

WPI Acc No: 1998-472180/199841

Image processor for video games - moves first polygon such that gap is not formed between first and second polygons, when entire object shape is varied

21/26,TI/12 (Item 12 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

011618185

WPI Acc No: 1998-035313/199804

Sound generator synchronised with image display - has audio processing unit which reads out sound source data from memory to produce first and second sound source data which are converted into analog audio signals by D-A converters

21/26,TI/13 (Item 13 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

011034348

WPI Acc No: 1997-012272/199701

Image processor for video game machine - generates information representation in three-dimensional space to display moving object

21/26, TI/14 (Item 14 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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010455269

WPI Acc No: 1995-356588/199546

Image display method for video game - setting first display object which moves in three-dimensional space and other display objects which track within predetermined range

21/26, TI/15 (Item 15 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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010429757

WPI Acc No: 1995-331077/199543

Three-dimensional imaging device for video game unit - has memory storing image data for output to display units for right and left eyes, image process circuit, and back-lit spatial modulator

21/26, TI/16 (Item 16 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

009551026

WPI Acc No: 1993-244573/199331

External memory system having programmable graphics processor - including external memory for storing first and second sets of program instructions of videographics program

21/26, TI/17 (Item 17 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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008397100

WPI Acc No: 1990-284101/199038

Multi-player type video game playing system - has position control for driving and controlling entire combination of screen projectors and players operating sections

21/26, TI/18 (Item 1 from file: 347)

DIALOG(R)File 347:JAPIO

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07436130

METHOD AND DEVICE FOR THREE-DIMENSIONAL IMAGE PROCESSING ,
THREE-DIMENSIONAL IMAGE PROCESSING PROGRAM, AND VIDEO GAME DEVICE

21/26, TI/19 (Item 2 from file: 347)

DIALOG(R)File 347:JAPIO

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07429641

THREE-DIMENSIONAL GAME IMAGE PROCESSING PROGRAM, THREE- DIMENSIONAL
GAME IMAGE PROCESSING METHOD, AND VIDEO GAME DEVICE

21/26, TI/20 (Item 3 from file: 347)
DIALOG(R) File 347: JAPIO
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07231479
METHOD AND DEVICE FOR PROCESSING THREE-DIMENSIONAL IMAGE, READABLE STORAGE
MEDIUM STORING THREE- DIMENSIONAL IMAGE PROCESSING PROGRAM, AND VIDEO
GAME DEVICE

21/26, TI/21 (Item 4 from file: 347)
DIALOG(R) File 347: JAPIO
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06068326
VIDEO GAME DEVICE
?t21/7/14, 18, 19, 21

21/7/14 (Item 14 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

010455269 **Image available**
WPI Acc No: 1995-356588/199546

Image display method for video game - setting first display object
which moves in three-dimensional space and other display objects which
track within predetermined range

Patent Assignee: SEGA ENTERPRISES KK (SEGA-N)
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 7244743	A	19950919	JP 9458058	A	19940303	199546 B

Priority Applications (No Type Date): JP 9458058 A 19940303

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
JP 7244743	A	9	G06T-015/70	

Abstract (Basic): JP 7244743 A

The display method uses an image processor (1) and a display (2). A memory (3) stores the display data and a processing program which performs the movement display of number of characters. Based on the operation of a joystick (4), the display data is processed by a data processor (5). A CPU (50) is operated according to the program in the memory.

A number of characters are moved in the same direction, so that the setting display distance of the display area displays a character in the three-dimensional space and displays other characters within the predetermined range. An operating signal moves the display character in the group in the display area and outputs the display signal (Vd) to a display control circuit (60).

ADVANTAGE - Displays image according to change in situation.
Obtains image seen from predetermined view point.

Dwg. 1/9

Derwent Class: P36; T01; W04

International Patent Class (Main): G06T-015/70

International Patent Class (Additional): A63F-009/22

21/7/18 (Item 1 from file: 347)
DIALOG(R) File 347: JAPIO
(c) 2003 JPO & JAPIO. All rts. reserv.

07436130 **Image available**

METHOD AND DEVICE FOR THREE-DIMENSIONAL IMAGE PROCESSING ,
THREE-DIMENSIONAL IMAGE PROCESSING PROGRAM, AND VIDEO GAME DEVICE

PUB. NO.: 2002-304640 [JP 2002304640 A]
PUBLISHED: October 18, 2002 (20021018)
INVENTOR(s): YAMAUCHI MADOKA
 HOSOKAWA KOKI
 MARUHASHI JUNJI
 OUE JUTARO
APPLICANT(s): KONAMI CO LTD
APPL. NO.: 2001-106991 [JP 20011106991]
FILED: April 05, 2001 (20010405)

ABSTRACT

PROBLEM TO BE SOLVED: To generate on a display screen a transformed image with a natural touch by intentionally distorting an original image.

SOLUTION: A buffer 21 is equipped with an original image storage part 210 which stores the original image and a model storage part 211 which stores a three-dimensional model consisting of a plurality of polygons having some of planes distorted in a three-dimensional space. A drawing processor 10 is equipped with an image pasting part 100 which reads the original image out of the original image storage part 210 and the three-dimensional model out of the model storage part 211 and pastes the original image as a texture on the three-dimensional model and a deformed image drawing part 101 which draws a deformed image as an image obtained by viewing the three-dimensional model pasted with the original image from a specific camera **viewpoint** by writing the transformed image to a frame buffer 213.

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21/7/19 (Item 2 from file: 347)

DIALOG(R)File 347:JAPIO

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07429641 **Image available**

THREE-DIMENSIONAL GAME IMAGE PROCESSING PROGRAM, THREE- DIMENSIONAL
GAME IMAGE PROCESSING METHOD, AND VIDEO GAME DEVICE

PUB. NO.: 2002-298151 [JP 2002298151 A]
PUBLISHED: October 11, 2002 (20021011)
INVENTOR(s): TANIBUCHI HIROSHI
 ENDO KATSUYOSHI
 NAGAHAMA HIDEKI
 SENKAWA ATSUKO
APPLICANT(s): KONAMI COMPUTER ENTERTAINMENT OSAKA KK
APPL. NO.: 2001-097626 [JP 20011097626]
FILED: March 29, 2001 (20010329)

ABSTRACT

PROBLEM TO BE SOLVED: To easily plot a polygon model having a contour at a high speed.

SOLUTION: A **video game** device comprises a recording medium 200 in which the three-dimensional model with the normal vector of each polygon directed outwardly is magnified at a predetermined magnification, and a reverse model with the normal vector of each polygon directed inwardly overlapped on the model to form a model with edges, and a plotting processor 10 for plotting only the polygon directed in the direction of the **viewpoint** position of a virtual camera in the virtual game space on a monitor 22.

COPYRIGHT: (C)2002,JPO

21/7/21 (Item 4 from file: 347)

DIALOG(R)File 347:JAPIO
(c) 2003 JPO & JAPIO. All rts. reserv.

06068326 **Image available**

VIDEO GAME DEVICE

PUB. NO.: 11-009837 [JP 11009837 A]
PUBLISHED: January 19, 1999 (19990119)
INVENTOR(s): SAKO HIROYUKI
 SEGUCHI TAKASHI
APPLICANT(s): TAITO CORP
APPL. NO.: 09-170587 [JP 97170587]
FILED: June 26, 1997 (19970626)

ABSTRACT

PROBLEM TO BE SOLVED: To enable character images to be examined in advance before a coin is thrown in by providing an operation unit and a **viewpoint** switch- processing circuit, which switch the **viewpoint** of an image for an attract demonstration in response to the operation of player.

SOLUTION: When power is turned on for this **video game** device, on the screen of a monitor 6, a series of images for an attract demonstration which are previously determined, are displayed. For example, in the case of a racing game, a state wherein an automobile is running on a road surface is displayed from a **viewpoint** such as seeing the automobile from behind. Then, under the state, if a patron wants to know the shape, etc., of the automobile more in details, by pressing a **viewpoint** switching button provided on an operation unit, its switching input signal is provided to a **viewpoint** switch-processing circuit 8 through an I/O port 5, and after being **viewpoint** switch-processed into an image data for demonstration which is obtained from a ROM 3, an image composition is performed by a three dimensional **image processing** device 4, and the image for attract demonstration under a state seen from another **viewpoint** , is displayed on the monitor 6.

COPYRIGHT: (C)1999,JPO

File 348:EUROPEAN PATENTS 1978-2003/Feb W02

(c) 2003 European Patent Office

File 349:PCT FULLTEXT 1979-2002/UB=20030213,UT=20030123

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Set	Items	Description
S1	409	VIDEO()GAME? ? AND IMAGE()PROCESS???
S2	837877	LOCATION? ? OR POSITION? ? OR COORDINATE OR COORDINATES
S3	558867	MOTION? ? OR MOVE OR MOVES OR MOVING OR MOVED OR MOVEMENT?
	?	
S4	121751	CHARACTER? ? OR AVATAR? ? OR SUTURE? ?
S5	1518631	2
S6	1031091	TWO
S7	112612	IMAGES
S8	8774	IC=G06T
S9	465	IC=A63F-013/00
S10	613212	VIEW OR VIEWS OR VIEWPOINT? ?
S11	125	S1 AND S8:S9
S12	81	S2(S)S3 AND S11
S13	32827	S5(2W) (S7 OR S10)
S14	13594	S6(2W) (S7 OR S10)
S15	19	S12 (S)S13:S14
S16	98	S1(S)S2(S)S3
S17	38	S16(S)S4
S18	11	S5(S)S17
S19	6	S6(S)S17
S20	12	S18:S19
S21	12	S20 NOT S15

15/6/1 (Item 1 from file: 348)

01459326

Image distortion

Bildverzerrung

Distorsion d'image

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200241	848
SPEC A	(English)	200241	6744
Total word count - document A			7592
Total word count - document B			0
Total word count - documents A + B			7592

15/6/2 (Item 2 from file: 348)

01430767

Animated image generating method and apparatus, readable storage medium storing animated image processing program and video game system

Verfahren und Vorrichtung zur Erzeugung von Animationsbildern, lesbares Aufzeichnungsmedium für Animationsbildverarbeitungsprogramm und Videospielsystem

Methode et appareil de generation d'images animees, support d'enregistrement lisible pour stocker un programme de traitement d'images d'animation et systeme de jeu video

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200222	886
SPEC A	(English)	200222	5791
Total word count - document A			6677
Total word count - document B			0
Total word count - documents A + B			6677

15/6/3 (Item 3 from file: 348)

01423558

Three-dimensional image processing method and apparatus

Verfahren und Gerat zur dreidimensionalen Bildverarbeitung

Methode et appareil de traitement d'image tri-dimensionnelle

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200218	1527
SPEC A	(English)	200218	6545
Total word count - document A			8072
Total word count - document B			0
Total word count - documents A + B			8072

15/6/4 (Item 4 from file: 348)

01403102

Image conversion and encoding techniques

Verfahren zur Bildumwandlung und Kodierung

Technique de conversion et de codage d'images

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200211	1171
SPEC A	(English)	200211	7095
Total word count - document A			8266
Total word count - document B			0
Total word count - documents A + B			8266

15/6/5 (Item 5 from file: 348)

01399906

Three-dimensional image processing method and apparatus and video game system

Verfahren und Gerat zur dreidimensionalen Bildverarbeitung und Videospielsystem

Methode et appareil de traitement d'image tri-dimensionnelle et systeme de jeu video

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200210	1008
SPEC A	(English)	200210	6797
Total word count - document A			7805
Total word count - document B			0
Total word count - documents A + B			7805

15/6/6 (Item 6 from file: 348)

01386553

Prop input device and method for mapping an object from a two-dimensional camera image to a three-dimensional space for controlling action in a game program

Gerat zur Eingabe eines Objekts und Verfahren zur Abbildung eines Objekts von einem zweidimensionalen Kamerabild auf einem Dreidimensionalen Raum zum Kontrollieren der Aktion in einem Spielprogramm

Appareil pour l'entree d'un objet et pour le mappage d'un objet provenant d'une image de camera bidimensionnelle dans un espace tridimensionnel a fin de controler l'action dans un programme de jeu

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200205	1491
SPEC A	(English)	200205	7524
Total word count - document A			9015
Total word count - document B			0
Total word count - documents A + B			9015

15/6/7 (Item 7 from file: 348)

01349256

Image generating device, image generating method, readable storage medium storing image generating program, and video game device

Bilderzeugungsvorrichtung, Bilderzeugungsverfahren, computerlesbares Aufzeichnungsmedium mit Bilderzeugungsprogramm und Videospielvorrichtung

Dispositif de formation d'image, procede de formation d'image, support d'enregistrement lisible avec programme de creation d'images et appareil de jeu video

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200145	1165
SPEC A	(English)	200145	8807
Total word count - document A			9972
Total word count - document B			0
Total word count - documents A + B			9972

15/6/8 (Item 8 from file: 348)

01136275

Video game apparatus, model display and readable recording medium therefor
Videospielgerat, Modellanzeige und lesbares Aufzeichnungsmedium dafur

Appareil de jeu video, affichage de modele et support d'enregistrement lisible

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200015	510

SPEC A	(English)	200015	5139
Total word count - document A			5649
Total word count - document B			0
Total word count - documents A + B			5649

15/6/9 (Item 9 from file: 348)

01132167

Image processing method and electronic device

Bildverarbeitungsprozessorverfahren und elektronischer Apparat

Methode de processeur s'images et dispositif electronique

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200013	455
SPEC A	(English)	200013	9382
Total word count - document A			9837
Total word count - document B			0
Total word count - documents A + B			9837

15/6/10 (Item 10 from file: 348)

00958651

Image perspective control for video game images

Bildsignalperspektivvorrichtung fur Videospiele

Appareil de controle de perspective d'image pour jeux video

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9841	1644
SPEC A	(English)	9841	7353
Total word count - document A			8997
Total word count - document B			0
Total word count - documents A + B			8997

15/6/11 (Item 11 from file: 348)

00922086

IMAGE PROCESSOR, GAME MACHINE, IMAGE DISPLAY METHOD, AND RECORDING MEDIUM

BILDPROZESSOR, SPIELGERAT, BILDANZEIGEVERFAHREN UND AUFZEICHNUNGSMEDIUM

PROCESSEUR D'IMAGES, JEUX VIDEO, PROCEDE D'AFFICHAGE D'IMAGES ET SUPPORT

D'ENREGISTREMENT

LANGUAGE (Publication,Procedural,Application): English; English; Japanese

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9831	2818
SPEC A	(English)	9831	8331
Total word count - document A			11149
Total word count - document B			0
Total word count - documents A + B			11149

15/6/12 (Item 12 from file: 348)

00891765

AN IMAGE PROCESSOR, A GAME MACHINE USING THE IMAGE PROCESSOR, A METHOD OF

IMAGE PROCESSING AND A MEDIUM

Bildverarbeitungsgerat, Spielmaschine mit diesem Bildverarbeitungsgerat,

Bildverarbeitungsverfahren und-medium

PROCESSEUR D'IMAGES, CONSOLE DE JEU FAISANT APPEL A CELUI-CI , TECHNIQUE ET

APPAREIL DE TRAITEMENT D'IMAGES

LANGUAGE (Publication,Procedural,Application): English; English; Japanese

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9820	847
SPEC A	(English)	9820	7628
Total word count - document A			8475
Total word count - document B			0

15/6/13 (Item 13 from file: 348)

00791011

IMAGE PROCESSOR AND ELECTRONIC APPARATUS

BILDVERARBEITUNGSPROZESSOR UND ELEKTRONISCHER APPARAT

PROCESSEUR D'IMAGES ET DISPOSITIF ELECTRONIQUE

LANGUAGE (Publication,Procedural,Application): English; English; Japanese

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB97	479
SPEC A	(English)	EPAB97	9734
Total word count - document A			10213
Total word count - document B			0
Total word count - documents A + B			10213

15/6/14 (Item 14 from file: 348)

00760823

Image processing and recording media

Bildverarbeitung und Aufzeichnungsträger

Traitement d'image et moyen d'enregistrement

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB96	510
SPEC A	(English)	EPAB96	7223
Total word count - document A			7733
Total word count - document B			0
Total word count - documents A + B			7733

15/6/15 (Item 15 from file: 348)

00760561

Method of producing image data and associated recording medium

Verfahren zur Erzeugung von Bilddaten und zugehöriger Aufzeichnungsträger

Methode pour produire des données d'image et support d'enregistrement associé

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB96	1356
CLAIMS B	(English)	200243	621
CLAIMS B	(German)	200243	555
CLAIMS B	(French)	200243	756
SPEC A	(English)	EPAB96	9584
SPEC B	(English)	200243	9482
Total word count - document A			10943
Total word count - document B			11414
Total word count - documents A + B			22357

15/6/16 (Item 16 from file: 348)

00760369

Method of producing image data, image data processing apparatus, and recording medium

Bilddatenerzeugungsverfahren, Bilddatenverarbeitungsgerät und Aufzeichnungsmedium

Methode pour produire des données d'image, appareil de traitement de données d'image et support d'enregistrement

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB96	1187
SPEC A	(English)	EPAB96	12151
Total word count - document A			13338

Total word count - document B 0
Total word count - documents A + B 13338

15/6/17 (Item 17 from file: 348)
00658842

Producing image data representing a picture

Verfahren zur Erzeugung von Bilddaten

Procede pour produire des donnees d'image representant une image

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200237	2002
CLAIMS B	(German)	200237	1656
CLAIMS B	(French)	200237	2416
SPEC B	(English)	200237	5749

Total word count - document A 0

Total word count - document B 11823

Total word count - documents A + B 11823

15/6/18 (Item 1 from file: 349)
00456597

DATA PROCESSING SYSTEM AND METHOD FOR DETERMINING AND ANALYZING
CORRESPONDENCE INFORMATION FOR A STEREO IMAGE

SYSTEME ET PROCEDE DE TRAITEMENT DES DONNEES

Publication Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 80157

Publication Year: 1998

15/6/19 (Item 2 from file: 349)
00382208 **Image available**

METHOD AND APPARATUS FOR CONVERTING A TWO-DIMENSIONAL MOTION PICTURE INTO A
THREE-DIMENSIONAL MOTION PICTURE

PROCEDE ET APPAREIL DE CONVERSION DE FILMS EN DEUX DIMENSIONS EN FILMS EN
TROIS DIMENSIONS

Publication Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 33355

Publication Year: 1997

15/3,K/3 (Item 3 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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01423558

Three-dimensional image processing method and apparatus
Verfahren und Gerat zur dreidimensionalen Bildverarbeitung
Methode et appareil de traitement d'image tri-dimensionnelle
PATENT ASSIGNEE:

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(JP), (Applicant designated States: all)

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Kita-ku, Osaka-shi, Osaka, (JP)
Shinkai, Tatsuya, Konami Comp. Entert. Osaka, Inc., 5-25, Umeda 2-chome,
Kita-ku, Osaka-shi, Osaka, (JP)

LEGAL REPRESENTATIVE:

Muller-Bore & Partner Patentanwalte (100651), Grafinger Strasse 2, 81671
Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 1202221 A2 020502 (Basic)
EP 1202221 A3 020918

APPLICATION (CC, No, Date): EP 2001125314 011025;

PRIORITY (CC, No, Date): JP 2000333815 001031

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE; TR

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: G06T-015/10; G06T-017/00

ABSTRACT WORD COUNT: 122

NOTE:

Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application):. English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200218	1527
SPEC A	(English)	200218	6545
Total word count - document A			8072
Total word count - document B			0
Total word count - documents A + B			8072

...SPECIFICATION OF THE PRESENT INVENTION

FIG. 1 is a block diagram showing one embodiment of a **video game** system according to the present invention. This game system 1 is provided with a main game unit, a television monitor 2 for displaying **images** of a game, an amplifying circuit 3 and a loudspeaker 4 for outputting sound effects...

15/3,K/5 (Item 5 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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01399906

Three-dimensional image processing method and apparatus and video game system
Verfahren und Gerat zur dreidimensionalen Bildverarbeitung und Videospielsystem
Methode et appareil de traitement d'image tri-dimensionnelle et systeme de jeu video
PATENT ASSIGNEE:

Konami Corporation, (3072830), 3-1, Toranomom 4-chome, Minato-ku, Tokyo,
(JP), (Applicant designated States: all)

INVENTOR:

Higashiyama, Makoto, Konami Computer Entertainment Osaka, Inc., Kita-ku,
5-25, Umeda 2-chome, Osaka-shi, Osaka, (JP)
Shinkai, Tatsuya, Konami Computer Entertainment Osaka, Inc., Kita-ku,
5-25, Umeda 2-chome, Osaka-shi, Osaka, (JP)

Nagayama, Kentaro, Konami Computer Entertainment Osaka, Inc., Kita-ku,
5-25, Umeda 2-chome, Osaka-shi, Osaka, (JP)

LEGAL REPRESENTATIVE:

Muller-Bore & Partner Patentanwalte (100651), Grafinger Strasse 2, 81671
Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 1184811 A2 020306 (Basic)
EP 1184811 A3 020918

APPLICATION (CC, No, Date): EP 2001119700 010823;

PRIORITY (CC, No, Date): JP 2000263773 000831

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE; TR

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: G06T-015/60

ABSTRACT WORD COUNT: 86

NOTE:

Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200210	1008
SPEC A	(English)	200210	6797
Total word count - document A			7805
Total word count - document B			0
Total word count - documents A + B			7805

...SPECIFICATION OF THE PRESENT INVENTION

FIG. 1 is a block diagram showing one embodiment of a **video game** system according to the present invention. This game system 1 is provided with a main game unit, a television (TV) monitor 2 for displaying **images** of a game, an amplifying circuit 3 and a loudspeaker 4 for outputting sound effects...

15/3,K/7 (Item 7 from file: 348)

DIALOG(R) File 348:EUROPEAN PATENTS

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01349256

Image generating device, image generating method, readable storage medium
storing image generating program, and video game device

Bilderzeugungsvorrichtung, Bilderzeugungsverfahren, computerlesbares
Aufzeichnungsmedium mit Bilderzeugungsprogramm und Videospielvorrichtun
g

Dispositif de formation d'image, procede de formation d'image, support
d'enregistrement lisible avec programme de creation d'images et appareil
de jeu video

PATENT ASSIGNEE:

Konami Corporation, (3072830), 3-1, Toranomom 4-chome, Minato-ku, Tokyo,
(JP), (Applicant designated States: all)

INVENTOR:

Murayama, Hisashi, KCEO Inc., 5-25, Umeda 2-chome, Kita-ku, Osaka-shi,
Osaka, (JP)

Maruhashi, Junji, KCEO Inc., 5-25, Umeda 2-chome, Kita-ku, Osaka-shi,
Osaka, (JP)

LEGAL REPRESENTATIVE:

Muller-Bore & Partner Patentanwalte (100651), Grafinger Strasse 2, 81671
Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 1151772 A2 011107 (Basic)
EP 1151772 A3 020821

APPLICATION (CC, No, Date): EP 2001110009 010425;

PRIORITY (CC, No, Date): JP 2000125260 000426

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE; TR

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-013/00; A63F-013/10

ABSTRACT WORD COUNT: 112

NOTE:

Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200145	1165
SPEC A	(English)	200145	8807
Total word count - document A			9972
Total word count - document B			0
Total word count - documents A + B			9972

...SPECIFICATION example, calculation according to the operation of the controller 29.

Next, with reference to FIG. 2, images displayed in the video game executed in this game system are summarily described. FIGS. 2A and 2B are diagrams showing...

15/3,K/9 (Item 9 from file: 348)

DIALOG(R) File 348:EUROPEAN PATENTS

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01132167

Image processing method and electronic device

Bildverarbeitungsprozessorverfahren und elektronischer Apparat

Methode de processeur s'images et dispositif electronique

PATENT ASSIGNEE:

Sega Enterprises, Ltd., (573306), 1-12, Haneda, 1-chome, Ohta-ku, Tokyo 144, (JP), (Applicant designated States: all)

INVENTOR:

Takashi, Nishida, 2-12, Haneda 1-chome, Ohta-ku Tokyo 144, (JP)

Kenji, Sato, c/o Sega Enterprises, Ltd., 2-12, Haneda 1-chome, Ohta-ku, Tokyo 144, (JP)

LEGAL REPRESENTATIVE:

SERJEANTS (100131), 25, The Crescent King Street, Leicester, LE1 6RX, (GB)

PATENT (CC, No, Kind, Date): EP 989515 A2 000329 (Basic)
EP 989515 A3 010117

APPLICATION (CC, No, Date): EP 99203165 951214;

PRIORITY (CC, No, Date): JP 95531795 950117

DESIGNATED STATES: DE; ES; FR; GB; IT

EXTENDED DESIGNATED STATES: LT; LV; SI

RELATED PARENT NUMBER(S) - PN (AN):

EP 751481 (EP 95940440)

INTERNATIONAL PATENT CLASS: G06T-001/00; G06T-015/70

ABSTRACT WORD COUNT: 69

NOTE:

Figure number on first page: 4

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200013	455
SPEC A	(English)	200013	9382
Total word count - document A			9837
Total word count - document B			0
Total word count - documents A + B			9837

...SPECIFICATION device according to one embodiment of the present invention, which shows the appearance thereof.

FIG. 2 is a view of a software cartridge of the video game device according to said one embodiment of the present invention.

FIG. 3 is a block...the second example of the video game.

Best Modes for Carrying out the Invention

A video game device according to one embodiment of the present

invention will be explained with reference to FIGs. 1 to 4. FIG. 1 is a perspective view of the **video game** device according to the present embodiment, which shows its appearance. FIG. 2 is a **view** of a software cartridge for use in the **video game** device according to the present embodiment. FIG. 3 is a block diagram of the hardware **video game** device according to the present embodiment. FIG. 4 is a block diagram of a function of the **video game** device according to the present embodiment.

Game Device Body... ..
In the video game device according...

15/3,K/10 (Item 10 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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00958651

Image perspective control for video game images
Bildsignalperspektivvorrichtung fur Videospiele
Appareil de controle de perspective d'image pour jeux video
PATENT ASSIGNEE:

Konami Co., Ltd., (1897210), 3-2, Minatojimanakamachi 7-chome, Chuo-ku,
Kobe-shi, Hyogo-ken, (JP), (Applicant designated States: all)

INVENTOR:

Yamaguchi, Makoto, Verdor Tsukaguchi 305, 5-15, Minamitsukaguchicho
3-chome, Amagasaki-shi, Hyogo-ken, (JP)

LEGAL REPRESENTATIVE:

Muller-Bore & Partner Patentanwalte (100651), Grafinger Strasse 2, 81671
Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 869458 A2 981007 (Basic)
EP 869458 A3 991103

APPLICATION (CC, No, Date): EP 98106160 980403;

PRIORITY (CC, No, Date): JP 9785387 970403

DESIGNATED STATES: DE; FR; GB

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: G06T-015/10

ABSTRACT WORD COUNT: 169

NOTE:

Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9841	1644
SPEC A	(English)	9841	7353
Total word count - document A			8997
Total word count - document B			0
Total word count - documents A + B			8997

...SPECIFICATION diagram of a video game apparatus according to an embodiment of the present invention;

FIG. 2 is a **view** of a **video game** image displayed on a television monitor of the **video game** apparatus;

FIGS. 3A and 3B are views of video game images, showing the manner in

...

15/3,K/11 (Item 11 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

00922086

IMAGE PROCESSOR, GAME MACHINE, IMAGE DISPLAY METHOD, AND RECORDING MEDIUM
BILDPROZESSOR, SPIELGERAT, BILDANZEIGEVERFAHREN UND AUFZEICHNUNGSMEDIUM
PROCESSEUR D'IMAGES, JEUX VIDEO, PROCEDE D'AFFICHAGE D'IMAGES ET SUPPORT
D'ENREGISTREMENT

PATENT ASSIGNEE:

SEGA ENTERPRISES, LTD., (573300), 2-12 Haneda 1-chome Ohta-ku, Tokyo 144,
(JP), (applicant designated states: DE;ES;FR;GB;IT)

INVENTOR:

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MAEKAWA, Shiro, Sega Enterprises, Ltd., 2-12, Haneda 1-chome, Ohta-ku,
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OGAWA, Yojiro, Sega Enterprises, Ltd., 2-12, Haneda 1-chome, Ohta-ku,
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Tokyo 144, (JP)

LEGAL REPRESENTATIVE:

Style, Kelda Camilla Karen et al (75491), Page White & Farrer, 54 Doughty
Street, London WC1N 2LS, (GB)

PATENT (CC, No, Kind, Date): EP 855677 A1 980729 (Basic)
WO 9801824 980115

APPLICATION (CC, No, Date): EP 97929531 970704; WO 97JP2331 970704

PRIORITY (CC, No, Date): JP 96174769 960704

DESIGNATED STATES: DE; ES; FR; GB; IT

INTERNATIONAL PATENT CLASS: G06T-001/00; A63F-009/22;

ABSTRACT WORD COUNT: 139

LANGUAGE (Publication,Procedural,Application): English; English; Japanese
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9831	2818
SPEC A	(English)	9831	8331
Total word count - document A			11149
Total word count - document B			0
Total word count - documents A + B			11149

...SPECIFICATION to image data defined by two-dimensional coordinates.

All of these conversions are performed using **image processing**
technology that is publicly known. Here, by display objects are meant the
person 310, building 310A, and the mountain-like background 310B in Fig.
5A. These are displayed as **two -dimensional images** on the display
screen of the TV receiver, as depicted in Fig. 5. Ordinarily, the...

15/3,K/12 (Item 12 from file: 348)

DIALOG(R)File 348:EUROPEAN PATENTS*

(c) 2003 European Patent Office. All rts. reserv.

00891765

AN IMAGE PROCESSOR, A GAME MACHINE USING THE IMAGE PROCESSOR, A METHOD OF
IMAGE PROCESSING AND A MEDIUM

Bildverarbeitungsgerat, Spielmaschine mit diesem Bildverarbeitungsgerat,
Bildverarbeitungsverfahren und-medium

PROCESSEUR D'IMAGES, CONSOLE DE JEU FAISANT APPEL A CELUI-CI , TECHNIQUE ET
APPAREIL DE TRAITEMENT D'IMAGES

PATENT ASSIGNEE:

SEGA ENTERPRISES, LTD., (573300), 2-12 Haneda 1-chome Ohta-ku, Tokyo 144,
(JP), (applicant designated states: DE;ES;FR;GB;IT)

INVENTOR:

TAKAHASHI, Yasuhiro Sega Enterprises, Ltd., 2-12, Haneda 1-chome Ohta-ku,
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Tokyo 144, (JP)

YOSHIDA, Yusuke Sega Enterprises, Ltd., 2-12, Haneda 1-chome Ohta-ku,
Tokyo 144, (JP)

TANAKA, Takeshi Sega Enterprises, Ltd., 2-12, Haneda 1-chome Ohta-ku,
Tokyo 144, (JP)

LEGAL REPRESENTATIVE:

Style, Kelda Camilla Karen et al (75491), Page White & Farrer, 54 Doughty
Street, London WC1N 2LS, (GB)

PATENT (CC, No, Kind, Date): EP 841640 A1 980513 (Basic)

EP 841640 A1 990707

WO 9736261 971002

APPLICATION (CC, No, Date): EP 97907466 970325; WO 97JP999 970325

PRIORITY (CC, No, Date): JP 9675026 960328

DESIGNATED STATES: DE; ES; FR; GB; IT

INTERNATIONAL PATENT CLASS: G06T-017/00; G06T-015/10;

ABSTRACT WORD COUNT: 176

LANGUAGE (Publication,Procedural,Application): English; English; Japanese

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9820	847
SPEC A	(English)	9820	7628
Total word count - document A			8475
Total word count - document B			0
Total word count - documents A + B			8475

...SPECIFICATION With the progress in computer graphics technology in recent years, data processing devices such as **video game** machines and simulation machines have become commonly used. A **video game** machine, for example, is provided with peripherals, such as game pads, joysticks, a monitor, or the like, and a game main bit containing a CPU which implements **image processing**, sound processing, data communications with the peripherals, and the like. **Image processing** in **video game** machines is extremely important in terms of raising the value of the product, and therefore...

...in recent years. For example, games involving stereoscopic three-dimensional (3D) image representations, rather than **two**-dimensional **images**, have come to be widely played, and highly advanced **image processing** is conducted in games of this kind. In cases where graphics for game screens are...

15/3,K/18 (Item 1 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00456597

**DATA PROCESSING SYSTEM AND METHOD FOR DETERMINING AND ANALYZING
CORRESPONDENCE INFORMATION FOR A STEREO IMAGE
SYSTEME ET PROCEDE DE TRAITEMENT DES DONNEES**

Patent Applicant/Assignee:

INTERVAL RESEARCH CORPORATION,

Inventor(s):

WOODFILL John Iselin,

BAKER Henry Harlyn,

VON HERZEN Brian,

ALKIRE Robert Dale,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9847061 A2 19981022

Application: WO 98US6675 19980402 (PCT/WO US9806675)

Priority Application: US 97839767 19970415

Designated States: AL AM AT AT AU AZ BA BB BG BR BY CA CH CN CU CZ CZ DE DE

DK DK EE EE ES FI FI GB GE GH GM GW HU ID IL IS JP KE KG KP KR KZ LC LK

LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SK SL

TJ TM TR TT UA UG UZ VN YU ZW GH GM KE LS MW SD SZ UG ZW AM AZ BY KG KZ

MD RU TJ TM AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ

CF CG CI CM GA GN ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 80157

Fulltext Availability:

Detailed Description

Detailed Description

... right consistency, interest confidence, and mode

filter disparity selection.

Here, the software/algorithm is an **image processing** algorithm which receives **two images**, one image from the left camera and the other image from the right camera. The...

21/6/1 (Item 1 from file: 348)

01331218

TARGET SHOOTING VIDEO GAME DEVICE, AND METHOD OF DISPLAYING RESULT OF
TARGET SHOOTING VIDEO GAME
VIDEOSCHIESSSPIELGERAT UND VERFAHREN ZUM ANZEIGEN DES ERGEBNISSES DES
VIDEOSCHIESSSPIELS
APPAREIL DE JEU VIDEO DE TIR SUR CIBLE ET PROCEDE D'AFFICHAGE DE RESULTAT
DE JEU VIDEO DE TIR SUR CIBLE

LANGUAGE (Publication,Procedural,Application): English; English; Japanese

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200202	789
SPEC A	(English)	200202	8940
Total word count - document A			9729
Total word count - document B			0
Total word count - documents A + B			9729

21/6/2 (Item 2 from file: 348)

01238408

Method for generating shadows in video games
Verfahren zum Generieren von Schatten in Videospielen
Methode pour generer des ombres dans les jeux videos

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200105	943
SPEC A	(English)	200105	8850
Total word count - document A			9793
Total word count - document B			0
Total word count - documents A + B			9793

21/6/3 (Item 3 from file: 348)

01134221

Video game machine, method for switching viewpoint on gamescreen of video
game, and computer-readable recording medium containing
game-screen-viewpoint switching program

Videospielvorrichtung, Verfahren zum Umschalten der Blickpunktlage auf
einem Bildschirm eines Videospiels, und Aufzeichnungsmedium fur
Blickpunktlageumschaltungs-Videospielprogramm

Machine de jeu video, methode de commutation du point de vue sur un ecran
de jeu video, et support d'enregistrement lisible par ordinateur pour
programme de commutation du point de vue dans un jeu video

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200014	890
SPEC A	(English)	200014	5444
Total word count - document A			6334
Total word count - document B			0
Total word count - documents A + B			6334

21/6/4 (Item 4 from file: 348)

01072471

Image processing method, video game apparatus and storage medium

Bildverarbeitungsverfahren, Videospielvorrichtung und Aufzeichnungsmedium

Methode de traitement d'image, appareil de jeu video et support
d'enregistrement

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9938	1976
SPEC A	(English)	9938	6390
Total word count - document A			8366
Total word count - document B			0

21/6/5 (Item 5 from file: 348)

00917684

Video game machine for playing video ball game and storage medium storing video ball game program

Videospielmaschine zum Spielen eines Videoballspiels und Speichermedium zum Speichern eines Programms dafür

Appareil de jeu video pour jeu de balle et moyen de stockage du programme de ce jeu de balle

LANGUAGE (Publication,Procedural,Application): English; English; English

21/6/6 (Item 6 from file: 348)

00911416

IMAGE PROCESSOR FOR GAMES

BILDVERARBEITUNGSEINHEIT FUR SPIELE

PROCESSEUR D'IMAGES POUR JEUX

LANGUAGE (Publication,Procedural,Application): English; English; Japanese

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9821	1695
SPEC A	(English)	9821	21804
Total word count - document A			23499
Total word count - document B			0
Total word count - documents A + B			23499

21/6/7 (Item 7 from file: 348)

00741710

Image processing devices and image processing method

Bildverarbeitungseinrichtungen und Bildverarbeitungsverfahren

Dispositifs et methode de traitement d'images

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB96	703
CLAIMS B	(English)	200240	1403
CLAIMS B	(German)	200240	1244
CLAIMS B	(French)	200240	1532
SPEC A	(English)	EPAB96	7869
SPEC B	(English)	200240	7905
Total word count - document A			8572
Total word count - document B			12084
Total word count - documents A + B			20656

21/6/8 (Item 1 from file: 349)

00902465 **Image available**

INFORMATION PROCESSING SYSTEM COMPRISING A PLURALITY OF OPERATION TERMINAL DEVICES AND AN INFORMATION PROCESSING DEVICE

SYSTEME INFORMATIQUE CONSTITUE D'UNE PLURALITE DE TERMINAUX DE MISE EN OEUVRE ET D'UN PROCESSEUR

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 13374

Publication Year: 2002

21/6/9 (Item 2 from file: 349)

00885168 **Image available**

USER INPUT DEVICE AND METHOD FOR INTERACTION WITH GRAPHIC IMAGES

DISPOSITIF D'ENTREE UTILISATEUR ET PROCEDE D'INTERACTION AVEC DES IMAGES

GRAPHIQUES

Publication Language: English
Filing Language: English
Fulltext Availability:
Detailed Description ..
Claims
Fulltext Word Count: 9425
Publication Year: 2002

21/6/10 (Item 3 from file: 349)
00778300 **Image available**
MACHINE VISION SENSOR UTILIZING SPREADSHEETS
CAPTEUR DE VISION ARTIFICIELLE
Publication Language: English
Filing Language: English
Fulltext Availability:
Detailed Description
Claims
Fulltext Word Count: 111205
Publication Year: 2001

21/6/11 (Item 4 from file: 349)
00406184 **Image available**
3-BRAIN ARCHITECTURE FOR AN INTELLIGENT DECISION AND CONTROL SYSTEM
ARCHITECTURE A TROIS CERVEAUX POUR SYSTEME INTELLIGENT DE COMMANDE ET DE
DECISION
Publication Language: English
Fulltext Availability:
Detailed Description
Claims
Fulltext Word Count: 84125
Publication Year: 1997

21/6/12 (Item 5 from file: 349)
00328272 **Image available**
USER DEFINABLE PICTORIAL INTERFACE FOR ACCESSING INFORMATION IN AN
ELECTRONIC FILE SYSTEM
INTERFACE GRAPHIQUE DEFINISSABLE PAR L'UTILISATEUR SERVANT A ACCEDER A DES
INFORMATIONS DANS UN SYSTEME DE FICHIERS ELECTRONIQUE
Publication Language: English
Fulltext Availability:
Detailed Description ..
Claims
Fulltext Word Count: 33750
Publication Year: 1996
?t21/3,k/3,4,7,11

21/3,K/3 (Item 3 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

01134221
Video game machine, method for switching viewpoint on gamescreen of video
game, and computer-readable recording medium containing
game-screen-viewpoint switching program
Videospielvorrichtung, Verfahren zum Umschalten der Blickpunktlage auf
einem Bildschirm eines Videospiels, und Aufzeichnungsmedium fur
Blickpunktlageumschaltungs-Videospielprogramm
Machine de jeu video, methode de commutation du point de vue sur un ecran
de jeu video, et support d'enregistrement lisible par ordinateur pour
programme de commutation du point de vue dans un jeu video
PATENT ASSIGNEE:
Konami Co., Ltd., (1897210), 3-2, Minatojimanakamachi 7-chome, Chuo-ku,
Kobe-shi, Hyogo-ken, (JP), (Applicant designated States: all)

Kabushiki Kaisha Konami Computer Entertainment Osaka, (2807350), 15-10,
Nishitenma 4-chome, Kita-ku, Osaka-shi, Osaka-fu, (JP), (Applicant
designated States: all)

INVENTOR:

Yamauchi, Madoka, A2-504, 24 Shinsenrinishimachi 2-chome, Toyonaka-shi,
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Kashiwagi, Katsuma, 10-6 Turuyamachi, Akashi-shi, Hyogo-ken, (JP)

Okutani, Tomoharu, Prominence Koyo 105, 77-1 Kuzenakakuzecho 4-chome,
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LEGAL REPRESENTATIVE:

Muller-Bore & Partner Patentanwalte (100651), Grafinger Strasse 2, 81671
Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 990458 A2 000405 (Basic)
EP 990458 A3 000726

APPLICATION (CC, No, Date): EP 99119005 990928;

PRIORITY (CC, No, Date): JP 98273801 980928

DESIGNATED STATES: DE; FR; GB

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-013/10

ABSTRACT WORD COUNT: 164

NOTE:

Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200014	890
SPEC A	(English)	200014	5444
Total word count - document A			6334
Total word count - document B			0
Total word count - documents A + B			6334

...ABSTRACT A2

A **video game** machine includes a plurality of operation units (16) corresponding to a plurality of leading **characters** appearing in a virtual three-dimensional space, a game-screen display unit (2), a **coordinate** storage unit (5) for storing pairs of **coordinates** set so as to be related to the leading **characters** , a game-screen display-control unit (61) for displaying, on the game-screen display unit, a game screen obtained by using, as a viewpoint, any one of the pairs of **coordinates** , an operation determination unit (60) for determining whether a viewpoint-switching operation has been implemented among operations using one operation unit (16) for **moving** one leading **character** related to the pair of **coordinates** of the viewpoint in the game screen displayed on the game-screen display unit (2), and a viewpoint-switching-display control unit (62) for initiating a viewpoint-switching **movement** of switching the pair of **coordinates** of the viewpoint to another pair of **coordinates** when the operation determination unit (60) has determined that the viewpoint-switching operation has been...

21/3,K/4 (Item 4 from file: 348)

DIALOG(R)File 348:EUROPEAN PATENTS

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01072471

Image processing method, video game apparatus and storage medium

Bildverarbeitungsverfahren, Videospielvorrichtung und Aufzeichnungsmedium

Methode de traitement d'image, appareil de jeu video et support
d'enregistrement

PATENT ASSIGNEE:

Konami Co., Ltd., (1897210), 3-2, Minatojimanakamachi 7-chome, Chuo-ku,
Kobe-shi, Hyogo-ken, (JP), (Applicant designated States: all)

INVENTOR:

Kojima, Hideo, 8-15, Kugahara 5-chome, Ota-ku, Tokyo 146-0085, (JP)

LEGAL REPRESENTATIVE:

Manitz, Finsterwald & Partner (100614), Postfach 22 16 11, 80506 Munchen,

(DE)

PATENT (CC, No, Kind, Date): EP 943362 A2 990922 (Basic)
APPLICATION (CC, No, Date): EP 99105406 990316;
PRIORITY (CC, No, Date): JP 9870991 980319
DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE
EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI
INTERNATIONAL PATENT CLASS: A63F-009/22
ABSTRACT WORD COUNT: 143
NOTE:

Figure number on first page: 3

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9938	1976
SPEC A	(English)	9938	6390
Total word count - document A			8366
Total word count - document B			0
Total word count - documents A + B			8366

...SPECIFICATION game apparatus generally designated by numeral 2 is presented.

As shown in Fig. 2, the **video game** apparatus 2 comprises a command analyzing section 211, a player **character position / motion** detecting section 212, an image managing section 213 and a tone generator managing section 217...

21/3,K/7 (Item 7 from file: 348)

DIALOG(R) File 348:EUROPEAN PATENTS

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00741710

Image processing devices and image processing method
Bildverarbeitungseinrichtungen und Bildverarbeitungsverfahren
Dispositifs et methode de traitement d'images

PATENT ASSIGNEE:

SEGA ENTERPRISES, LTD., (573300), 2-12 Haneda 1-chome Ohta-ku, Tokyo 144,
(JP), (Proprietor designated states: all)

INVENTOR:

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Ohta-ku, Tokyo 144, (JP)

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Tokyo 144, (JP)

LEGAL REPRESENTATIVE:

Style, Kelda Camilla Karen et al (75491), Page White & Farrer, 54 Doughty
Street, London WC1N 2LS, (GB)

PATENT (CC, No, Kind, Date): EP 700010 A2 960306 (Basic)
EP 700010 A3 970212
EP 700010 B1 021002

APPLICATION (CC, No, Date): EP 95306001 950829;

PRIORITY (CC, No, Date): JP 94205805 940830

DESIGNATED STATES: DE; FR; GB

INTERNATIONAL PATENT CLASS: G06F-019/00; G09G-005/08

ABSTRACT WORD COUNT: 154

NOTE:

Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB96	703
CLAIMS B	(English)	200240	1403
CLAIMS B	(German)	200240	1244
CLAIMS B	(French)	200240	1532
SPEC A	(English)	EPAB96	7869

SPEC B (English) 200240 7905
 Total word count - document A 8572
 Total word count - document B 12084
 Total word count - documents A + B 20656

...CLAIMS a frame which surrounds the character.

3. An image processor according to Claim 1 or 2, wherein said mark moving means comprises character coordinate reading means for reading a coordinate position of the character to move the mark to near the coordinate of that position.
4. An image processor according to Claim 1, 2 or 3 comprising character display scale...

21/3,K/11 (Item 4 from file: 349)
 DIALOG(R) File 349:PCT FULLTEXT
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00406184 **Image available**

3-BRAIN ARCHITECTURE FOR AN INTELLIGENT DECISION AND CONTROL SYSTEM
ARCHITECTURE A TROIS CERVEAUX POUR SYSTEME INTELLIGENT DE COMMANDE ET DE DECISION

Patent Applicant/Assignee:

WERBOS Paul J,

Inventor(s):

WERBOS Paul J,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9746929 A2 19971211

Application: WO 97US9724 19970604 (PCT/WO US9709724)

Priority Application: US 9619154 19960604

Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES
 FI GB GE HU IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW
 MX NO NZ PL PT RO RU SD SE SG SI SK TJ TM TR TT UA UG US UZ VN GH KE LS
 MW SD SZ UG AM AZ BY KG KZ MD RU TJ TM AT BE CH DE DK ES FI FR GB GR IE
 IT LU MC NL PT SE BF BJ CF CG CI CM GA GN ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 84125

Fulltext Availability:

Claims

Claim

... illustrated in figure

20 In this example the total error is actually the sum of
 - 2 0 4

error over each time t where t goes from 1 to T. Therefore the outputs of the TLRN at each time have two ways of changing total error:

(1) A direct way when the current predictions '@ (t) are different from the current targets Y (t);

(2) An indirect way based on the impact of R(t) on errors in later time periods.

Therefore the derivative feedback coming into the TLRN is actually the sum of two feedbacks from two different sources. As a technical detail, note that R(0) needs to be specified somehow...

...represents the external inputs to the entire system. In our case, X(t) consists of two variables, indicating which squares in the maze contain obstacles and which contains the goal respectively...Fundamentals of Neural Networks: architectures, algorithms and applications, Prentice Hall, 1994.) Strictly speaking there are two kinds of truncation -- ordinary one-step truncation (figure 22) and multi-step truncation which is...

...between truncation and BTT can be seen even in a simple scalar example, where $n = 2$ and the feed-forward calculation is linear. In this case, the feed-forward calculation is:

$$y(1) = A * y(0) + B * X \quad (J7)$$

$$y(2) = A * y(1) + B * X \quad (J8)$$

In addition,

$$E = \text{Error}(Y - y(2)) \quad (J9)$$

$$2$$

$$aE$$

$$- = y(2) - Y \quad (J10)$$

$$ay(2)$$

In truncation, we use equation (J8) and deduce:

$$aE = aE * ay(2) = (Y - y(2)) * X \quad (J11)$$

$$aB * ay(2) * aB$$

But for a complete calculation, we substitute (J7) into (J8), deriving:

$$Y(2) = A^2 * y(0) + A * B * X + B * X \quad (J12)$$

$$12$$

which yields:

$$aE$$

$$- = (y(2) - Y) * (A * X + A * X) \quad (J13)$$

$$aB$$

The result in equation (J11) is usually different from...SRNs so as to improve the calculation in early iterations. In summary, though simultaneous backpropagation

$$- 2 \quad 0 \quad 9$$

may be powerful enough to solve this problem, there was sufficient doubt that...in the brain, we see no reason to use this method.

To describe the system, two examples are used to show that the SRN design has more general function approximation capabilities...maze problem, a little robot is asked to find the shortest path from the starting position to a goal position on a two-dimensional surface where there are some obstacles. For simplicity, this surface is usually represented as...

...0 when the

square is clear and 1 when it is covered by an obstacle;

(2) The coordinates of the goal;

(3) The coordinates of the start.

In actuality, for our purpose, it was better to represent the goal...

...robot control in cluttered

space by artificial neural network'', Math Modeling and Science Computing, Vol. 2, pp. 498--502, 1993.) Widrow in several plenary talks has reported that his neural truck...study the example maze

shown in figure 24. In this figure, G represents the goal position, which is assigned a value of '1'; the other numbers represent the true values of...

...and learning used for the Net A/Net B

problem will be discussed briefly, then two special features -- cellular architecture and adaptive learning rate(ALR) used for the maze problem, will...

...network and the

feed-forward network in the SRN was a standard MLP with two hidden layers. The input vector X consisted of six numbers between -1 and +1. The two hidden layers and the output layers all had three neurons. The initial weights were chosen...

...or 'Lie Group'

techniques.

Weight-sharing has been used almost exclusively for

-5 applications like **character** recognition or **image processing**

where the inputs form a **two** -dimensional array of pixels. In

our maze problem the inputs and outputs also form arrays...can be reduced to just over 100.

Actually this would make it possible to add **two** or three additional types of hidden neurons without exceeding 1,000 weights. This trick was...

...in

existence. Intuitively AT&T justified this idea by arguing that similar patterns in different **locations** have similar meanings. However, there is a more rigorous mathematical justification for this procedure as...

...case of the Lie-group method pioneered

much earlier by Laveen Kanal and others in **image processing** .

Formally speaking, if we know that the function F to be approximated must obey a...

...transformation, then we can require that the neural network possess the same symmetry.

Both in **image processing** and in the maze problem, we can use the symmetry with respect to those transformations M which **move** all the pixels by the same distance to the left, to the right or up...any other cell. Only the inputs and outputs are different because they come from different **locations** . The general idea of our design is shown in figure 25.

Notice that each cell is made up of **two** parts: a connector part and a local memory part. The connector part receives the inputs...

...this figure it can be seen that each cell

receives 11 inputs on each iteration. **Two** of these inputs represent the goal and obstacle variables, A[ix][iyj and B[ix...

...of iterations for SRN to only

1 on the first 20 trials, and then to **2** for the next 20 trials ... and so on up until there were 20

File 16:Gale Group PROMT(R) 1990-2003/Feb 20
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 File 160:Gale Group PROMT(R) 1972-1989
 (c) 1999 The Gale Group
 File 148:Gale Group Trade & Industry DB 1976-2003/Feb 20
 (c)2003 The Gale Group
 File 636:Gale' Group Newsletter DB(TM) 1987-2003/Feb 20
 (c) 2003 The Gale Group
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 File 47:Gale Group Magazine DB(TM) 1959-2003/Feb 20
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 File 75:TGG Management Contents(R) 86-2003/Feb W2
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 File 570:Gale Group MARS(R) 1984-2003/Feb 20
 (c) 2003 The Gale Group

Set	Items	Description
S1	580	VIDEO()GAME? ? AND IMAGE()PROCESSING
S2	34918	PC=(366265 OR 737245)
S3	13565	PC=(3651921 OR 3651922)
S4	8	S2 AND S3
S5	5	S1 AND S4
S6	5121258	LOCATION? ? OR POSITION? ? OR COORDINATE OR COORDINATES
S7	5731513	MOTION? ? OR MOVE OR MOVES OR MOVED OR MOVING OR MOVEMENT?
	?	
S8	721834	CHARACTER? ? OR AVATAR? ? OR SUTURE? ?
S9	10670861	2
S10	9594428	TWO
S11	631346	IMAGES
S12	2	(S1 OR S4) AND S6(S)S7(S)S8
S13	3618	S9()S11 OR S10()S11
S14	0	S12 AND S13
S15	2	S12
S16	2	RD (unique items)
S17	0	(S1 AND S4) AND S13
S18	3	(S1 OR S4) AND S13
S19	3	S18 NOT S15

16/3,K/1 (Item 1 from file: 16)
DIALOG(R) File 16:Gale Group PROMT(R)
(c) 2003 The Gale Group. All rts. reserv.

02883265 Supplier Number: 43888709 (USE FORMAT 7 FOR FULLTEXT)

Marionated video

Forbes, p114

June 7, 1993

Language: English Record Type: Fulltext

Document Type: Magazine/Journal; General Trade

Word Count: 868

... industry of videogames. To do animation on the fly, the game must contain images of **characters** in each possible **position**, much like the cels Disney used as a cartoon animator half a century ago. So the game creator makes and stores 10 or 20 frames of each **character**, to be played back when the player **moves** the joystick or fires a button. This process is known as rotoscoping. It used to...

...graphic artist had to paint each picture element or pixel one at a time, and **movement** was jerky and not very natural. No one will ever mistake Super Mario for a...

PRODUCT NAMES: 3662655 (Computerized Video Image Processors) ; 3651921
(Home Video Games)

16/3,K/2 (Item 1 from file: 148)
DIALOG(R) File 148:Gale Group Trade & Industry DB
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11668313 SUPPLIER NUMBER: 58614886 (USE FORMAT 7 OR 9 FOR FULL TEXT)

C'mon, baby, do the ANIMATION. (computer-generated animation) (Technology Information)

Dipert, Brian

EDN, 44, 26, 58

Dec 23, 1999

ISSN: 0012-7515

LANGUAGE: English

RECORD TYPE: Fulltext

WORD COUNT: 3902

LINE COUNT: 00331

COMPUTER-GENERATED CHARACTERS with humanoid motion are becoming increasingly pervasive in today's **video games**, films, and TV programs. Nowadays, we're no longer amazed when we see, in a...

...intensive and unchallenging..

BRING ON THE COMPUTERS

Instead, keyframing harnesses software algorithms that describe a **character's movements**, beginning with the six degrees of freedom for each skeletal joint center. These variables encompass the **location** and orientation characteristics for each joint; x, y, and z 3-D **coordinates**; azimuth; elevation; and roll. Skeletal characteristics alone are insufficient, though. The model also must predict how joint **movement** will deform the surface skin, muscles, hair, and clothing to achieve a realistic appearance.

Once...

...electronics world, such as HDL-based design, intellectual-property cores, and high-level software languages.

Motion capture accomplishes much the same result as rotoscoping but in 3-D. The basic concept...

...2). You then capture numerous times per second each sensor's x, y, and z **coordinates**. After determining sample-to-sample **location** and orientation statistics, appearing as a **moving**, connected cloud of data points on the computer screen, you can apply them to the animated **character** of interest (see sidebar "Greater than the sum of its part(icle)s").

(Figure 2...3).

✓ 19/6/1 (Item 1 from file: 148)
11055499 SUPPLIER NUMBER: 54682968 (USE FORMAT 7 OR 9 FOR FULL TEXT)
Dances with machines. (Humachines) (includes related article on virtual
plants) (artist David Rokeby)
May-June, 1999
WORD COUNT: 3190 LINE COUNT: 00253

19/6/2 (Item 1 from file: 88)
05105808 SUPPLIER NUMBER: 54682968
Dances with machines. (Humachines) (includes related article on virtual
plants) (artist David Rokeby)
May-June, 1999
WORD COUNT: 3190 LINE COUNT: 00253

19/6/3 (Item 1 from file: 47)
05371250 SUPPLIER NUMBER: 54682968 (USE FORMAT 7 OR 9 FOR FULL TEXT)
Dances with machines. (Humachines) (includes related article on virtual
plants) (artist David Rokeby)
May-June, 1999
WORD COUNT: 3190 LINE COUNT: 00253
?t19/3,k/1

19/3,K/1 (Item 1 from file: 148)
DIALOG(R) File 148:Gale Group Trade & Industry DB
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11055499 SUPPLIER NUMBER: 54682968 (USE FORMAT 7 OR 9 FOR FULL TEXT)
Dances with machines. (Humachines) (includes related article on virtual
plants) (artist David Rokeby)
Zacks, Rebecca
Technology Review (Cambridge, Mass.), 102, 3, 58(5)
May-June, 1999 *two recent*
ISSN: 1099-274X LANGUAGE: English RECORD TYPE: Fulltext; Abstract
WORD COUNT: 3190 LINE COUNT: 00253

... his artistic endeavors, but also to support them; reduced to its
initials, VNS is an **image - processing** device he builds and sells to
performers, composers, researchers and other artists.

What VNS does...

...early installations, shown at a time before many people used much
computing power outside arcade **video games**, were "more open to the raw
experience," Rokeby recalls. They focused on the physical, and...turned his
early installations inside out, giving audiences the chance to watch the
computer's **image - processing** operation as it happened and to see what
the machine had been seeing for all...
...were being watched."

So in Watch, Rokeby created an overtly voyeuristic experience. Video
projectors shine **two images** side-by-side, each a processed version of a
surveillance camera's view of a...

...determining which pixels have changed, but that whole procedure is
invisible to the viewer. The **image - processing** techniques used in Watch
are a dissection of VNS's internal workings. On one side...

File 612:Japan Economic Newswire(TM) 1984-2003/Feb 20
 (c) 2003 Kyodo News
 File 619:Asia Intelligence Wire 1995-2003/Feb 20
 (c) 2003 Fin. Times Ltd
 File 20:Dialog Global Reporter 1997-2003/Feb 21
 (c) 2003 The Dialog Corp.
 File 9:Business & Industry(R) Jul/1994-2003/Feb 20
 (c) 2003 Resp. DB Svcs.
 File 610:Business Wire 1999-2003/Feb 21
 (c) 2003 Business Wire.
 File 624:McGraw-Hill Publications 1985-2003/Feb 20
 (c) 2003 McGraw-Hill Co. Inc
 File 635:Business Dateline(R) 1985-2003/Feb 20.
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 File 728:Asia/Pac News 1994-2003/Feb W3
 (c) 2003 Dialog Corporation
 File 95:TEME-Technology & Management 1989-2003/Feb W1
 (c) 2003 FIZ TECHNIK

Set	Items	Description
S1	123	VIDEO()GAME? ? AND IMAGE()PROCESS???
S2	3766335	LOCATION? ? OR POSITION? ? OR COORDINATE OR COORDINATES
S3	5263644	MOTION? ? OR MOVE OR MOVES OR MOVING OR MOVED OR MOVEMENT?
	?	
S4	466267	CHARACTER? ? OR AVATAR? ? OR SUTURE? ?
S5	8288506	2
S6	10309827	TWO
S7	288163	IMAGES
S8	3893	S5(2W)S7 OR S6(2W)S7
S9	2	S1 AND S8
S10	22	S1 AND S2 AND S3
S11	1	S9 AND S10
S12	72	S1/2003 OR S1/2002 OR S1/2001 OR S1/2000 OR S1/1999
S13	22	S9:S10 NOT S11
S14	14	S12 AND S13
S15	13	RD (unique items)
S16	13	Sort S15/ALL/PD,D
S17	51	S1 NOT S12
S18	8	S17 AND S9:S10
S19	8	RD (unique items)
S20	8	Sort S19/ALL/PD,D

20/8/1 (Item 1 from file: 20)
DIALOG(R)File 20:(c) 2003 The Dialog Corp. All rts. reserv.

02051155 (USE FORMAT 7 OR 9 FOR FULLTEXT)
**Rainmaker Digital Pictures Deepens Relationship With DVD Maestro(TM),
Buying Second System**
June 26, 1998
WORD COUNT: 610

COUNTRY NAMES/CODES: Canada (CA)
REGIONS: North America
PROVINCE/STATE: British Columbia
SIC CODES/DESCRIPTIONS: 7900 (Amusement & Recreation Services); 7800 (Motion Pictures)

20/8/2 (Item 2 from file: 635)
DIALOG(R)File 635:(c) 2003 ProQuest Info&Learning. All rts. reserv.

0915257 98-76766
**It's all work, all play at new college DigiPen Institute offers tough
4-year program in game design**
PUBL DATE: 980313
WORD COUNT: 1,131
DATELINE: Redmond, WA, US, Pacific

COMPANY NAMES: DigiPen Institute of Technology-Redmond WA, Redmond, WA, US,
SIC:8221,
CLASSIFICATION CODES: 8306 (Schools & educational services)
DESCRIPTORS: Colleges & universities; Private schools; Curricula; Computer
& video games
SPECIAL FEATURE: Photo

20/8/3 (Item 3 from file: 624)
DIALOG(R)File 624:(c) 2003 McGraw-Hill Co. Inc. All rts. reserv.

00901798
FALL ANALYST CONFERENCES: THE AEA CLASSIC AND GLOBECOM
November 17, 1997
Word Count: 4,834 *Full text available in Formats 5, 7 and 9*

COMPANY NAMES (DIALOG GENERATED): Active Voice ; Adaptec ; Agema Infrared Systems ; Airtouch Communications ; Alcatel Alsthom ; American Electronics Association Conference for Securities Analysts ; AEA Conference ; ASICs ; ASM Lithography ; AT&T The ; Barringer Technologies ; Briotish Rail ; Brooks Automation ; Cognex ; Coherent ; Comcast ; Continental Cablevision ; Cox Communications ; CFM Technology ; DeGaulle ; Enterprise Resource Planning ; FLIR Systems ; Gatwick ; General Scanning ; GEC Alsthom ; GTE ; Heathrow ; Hyperion Software ; Infrastructure Inc ; Iridium ; ISCO ; J D Edwards ; L & H ; Lernout & Hauspie Speech Products ; Loral Space ; Lucent Technologies ; Microsoft ; Motorola ; MCI ; Northern Telecom ; Oracle ; Peoplesoft ; Personal Communications Services ; Poor 's Telecom ; QUALCOMM Inc ; Sony ; Spectra Physics ; SAP ; Tele Communications ; Teleport Communication ; Teleport Communications ; Toshiba ; U S West Media Group ; UUNET ; Worldcom

20/8/4 (Item 4 from file: 9)
DIALOG(R)File 9:(c) 2003 Resp. DB Svcs. All rts. reserv.

01833312 (USE FORMAT 7 OR 9 FOR FULLTEXT)
GE MEDICAL SYSTEMS ADDS 3-D TO SOUND IMAGES TO AID IN EARLIER DIAGNOSES
May 07, 1997
WORD COUNT: 414

COMPANY NAMES: GE MEDICAL SYSTEMS (GENERAL ELECTRIC CO)

INDUSTRY NAMES: Medical devices & diagnostics
PRODUCT NAMES: Diagnostic apparatus (384124)
CONCEPT TERMS: All product and service information; Product introduction
GEOGRAPHIC NAMES: North America (NOAX); United States (USA)

20/8/5 (Item 5 from file: 635)

DIALOG(R) File 635:(c) 2003 ProQuest Info&Learning. All rts. reserv.

0760002 97-18535

Turning swords into plowshares

PUBL DATE: 961200

WORD COUNT: 1,823

DATELINE: St Petersburg, FL, US, South Atlantic

COMPANY NAMES: Shark Medical Inc, St Petersburg, FL, US, SIC:3841,
CLASSIFICATION CODES: 8680 (Transportation equipment industry); 2310
(Planning); 5400 (Research & development); 7000 (Marketing)
DESCRIPTORS: Defense industry; Defense conversion; Technology transfer;
Commercial markets; Niche marketing
SPECIAL FEATURE: Photo

20/8/6 (Item 6 from file: 635)

DIALOG(R) File 635:(c) 2003 ProQuest Info&Learning. All rts. reserv.

0734963 96-93478

A virtual turnabout: Contractor builds a business out of military spinoffs

PUBL DATE: 960902

WORD COUNT: 919

DATELINE: Vienna, VA, US, South Atlantic

COMPANY NAMES: Cambridge Research Associates, McLean, VA, US, SIC:8731,
CLASSIFICATION CODES: 8302 (Software and computer services); 7500 (Product
planning & development); 2130 (Executives)
DESCRIPTORS: Software industry; Product development; Computer & video
games ; Flight simulation; Entrepreneurs
NAMED PERSONS: Carrington, Andrew
SPECIAL FEATURE: Photo

20/8/7 (Item 7 from file: 635)

DIALOG(R) File 635:(c) 2003 ProQuest Info&Learning. All rts. reserv.

0660299 96-17179

Troy company to develop new 3-D software

PUBL DATE: 951218

WORD COUNT: 622

DATELINE: Troy, NY, US, Middle Atlantic

COMPANY NAMES: CamSys Inc, Troy, NY, US, SIC:3826,
Navy-US, Washington, DC, US, SIC:9700,
CLASSIFICATION CODES: 8302 (Software and computer services); 7500 (Product
planning & development)
DESCRIPTORS: Software industry; Product development; Defense contracts;
Image processing systems
SPECIAL FEATURE: Logo ..

20/8/8 (Item 8 from file: 635)

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0161852 90-45030

Who's Who in Jacksonville's Computer Industry

PUBL DATE: 900831

WORD COUNT: 2,057

DATELINE: Jacksonville, FL, US

CLASSIFICATION CODES: 8651 (Computer industry)
DESCRIPTORS: Computer industry; Executives; Personal profiles; South
Atlantic
?t20/3,ab,k/1,2,3,6,7
>>>No matching display code(s) found in file(s): 612, 624, 635

20/3,AB,K/1 (Item 1 from file: 20)
DIALOG(R)File 20:Dialog Global Reporter
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02051155

Rainmaker Digital Pictures Deepens Relationship With DVD Maestro(TM),
Buying Second System *too recent*
CANADA NEWSWIRE
June 26, 1998 16:16
JOURNAL CODE: WCNW. LANGUAGE: English RECORD TYPE: FULLTEXT
WORD COUNT: 610

VANCOUVER, June 26 /CNW/ - Acura Technology Group, Inc. is pleased to announce that Rainmaker Digital Pictures (TSE:RNK) has purchased a second Spruce Technologies DVDMaestro(TM) authoring system.

"When we're creating DVD titles, we want to be able to concentrate on the quality of our content, on getting the best possible video, audio, and interactivity on every disc. We look for tools that facilitate the authoring process, and we've been very pleased with the ease of use that Spruce's software offers," stated Richard Mardon, manager of Rainmaker's new media services. "Another key factor has been Spruce's outstanding technical support. They've listened to our feedback, and worked hard to develop the features we've requested".

(USE FORMAT 7 OR 9 FOR FULLTEXT)

... that they have purchased DVDMaestro(TM) for use in both their Los Angeles and Vancouver locations," said Carolyn Kinzie, Acura Technology Group, Inc. "We are committed to providing continued value to...

20/3,AB,K/2 (Item 2 from file: 635)
DIALOG(R)File 635:Business Dateline(R)
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0915257 98-76766

It's all work, all play at new college DigiPen Institute offers tough
4-year program in game design

Johnson, Dennis
Puget Sound Business Journal (Seattle, WA, US), V18 N45 p17
PUBL DATE: 980313
WORD COUNT: 1,131
DATELINE: Redmond, WA, US, Pacific

TEXT:

...major backing from Nintendo of America, creator of the popular Donkey Kong and Super Mario video games, DigiPen opened last month with 40 students who hope to earn four-year degrees in Real Time Interactive Simulation.

Translated, that means a heavy course load in video - game programming and computer animation, as well as credits in math, physics, data structure and algorithms, image - processing, marketing - even mythology.

The state-accredited private institution, officially recognized by Gov. Gary Locke in...

...and sits in the shadow of computer powers Microsoft, Digital, Compaq and Sierra Online.

"This location is the video game-making capital of the world, and for that matter, for a lot of other software...

...it. Spending it's easy," although he concedes that, after years of dreaming of molding video games to his own vision, it will be hard not to jump right back into the...

...exit early will be fed by demand. Students can expect to be courted fervently by video game makers, particularly Nintendo of America, said chairman Howard Lincoln. "The video game, computer animation and special effects industries are thirsting for new talent," he said.

Comair understands the chronic shortages of qualified applicants to work in the video game industry - and how to respond. Fed up with perpetual understaffing at DigiPen Corp., the Vancouver, B.C., company he also heads, he started a two-year program there in video - game technology and computer animation four years ago.

That associate degree program draws 25,000 applicants...

...in programming, after which a student would be "quite attractive already and quite functional" in video game production, said Comair.

But the bachelor of science degree in real-time simulation and a...

...logic, technological adroitness and artistic and humanistic talent needed to originate games not yet imagined.

Video games first require a compelling story and challenging interactions, Comair explained. Visual graphics must be appealing...

...or computer-generated foes who respond through artificial intelligence algorithms.

All must be made to move and interface through a complex and rigidly precise software "engine." Four years of specialized course...simulation is needed, as in flight simulators for aerospace.

Comair added that the demand for video games and for the simulation experts that create them will not slow down "as long as...

...that want to have fun, to pass a good moment or even to educate themselves."

Video games are also much less susceptible to the kind of hard-drive hegemony that has emerged...

...to secure a market niche.

He hopes that DigiPen graduates will not only secure good positions in an industry tallying \$15 billion worldwide on video game consoles alone. His dream is for many to launch their own companies and raise the...

...DESCRIPTORS: Computer & video games

20/3,AB,K/3 (Item 3 from file: 624)
DIALOG(R)File 624:McGraw-Hill Publications
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00901798

FALL ANALYST CONFERENCES: THE AEA CLASSIC AND GLOBECOM
S&P's Emerging & Special Situations November 17, 1997; Pg 5; Vol. 17, No.

11

Journal Code: ESS ISSN: 0882-5440
Section Heading: SEGMENT DISCUSSION
Word Count: 4,834 *Full text available in Formats 5, 7 and 9*

TEXT:

... to cut back its capital spending next year. What was true, however, was that the **move** to 300 mm wafer production lines will be delayed. Intel thinks that it can get...developments and mastery have been achieved in power control, 3D positioning software, 2 and 3D **image processing**, precision **motion** control, pattern recognition, materials handling and system design and integration. It now primarily makes turnkey...

... ABS and air flow, consumer product microelectronic components and circuitry for smart batteries, camcorder stabilization, **video games**, semiconductors devices through the fabrication of OCB and chip resisters and PCB solder paste inspections...the mid-teens. This will significantly broaden the market but the company will have to **move** down the production cost curve just as rapidly if it is to profitably address the...has been building out quite an impressive national network. This will put it in better **position** than the RBOCs (Baby Bells) to offer larger companies a bundled service package on a...

20/3,AB,K/6 (Item 6 from file: 635)
DIALOG(R)File 635:Business Dateline(R)
(c) 2003 ProQuest Info&Learning. All rts. reserv.

0734963 96-93478

A virtual turnabout: Contractor builds a business out of military spinoffs
Kaplan, Peter
Washington Times (Washington, DC, US) pA14
PUBL DATE: 960902
WORD COUNT: 919
DATELINE: Vienna, VA, US, South Atlantic

TEXT:

...Cambridge's Voyager program is the heart of a cutting-edge arcade game that uses **motion** and imagery in a simulated, aerial dogfight.

When the game debuts later this year in...

...commercialize the PowerScene software and hooked up with a company that can build three-dimensional **motion** "pods." For about \$5, players will climb into one of the pods and fly into...

...Grand Canyon or undersea.

"We always saw that the future of the company was to **move** the technology into higher-return, commercial markets," Mr. Carrington said during a recent interview in...

...terms rather than government terms."

The Entrepreneurs

- * Company: Cambridge Research Associates
- * Business: Computer graphics and **image processing**
- * Founders: Andrew Carrington, Paul Sterbutzel, Frank Trumbower
- * **Location** : Vienna
- * Employees: 70
- * Initial investment: \$160,000

...DESCRIPTORS: Computer & **video games** ;

20/3,AB,K/7 (Item 7 from file: 635)

0660299 96-17179

Troy company to develop new 3-D software

Farrell, Michael

Capital District Business Review (Albany, NY, US), V22 N36 s1 p17

PUBL DATE: 951218

WORD COUNT: 622

DATELINE: Troy, NY, US, Middle Atlantic

TEXT:

...takes information from global positioning satellites circling the earth to pinpoint an object's exact **location**. Rebecca Pearce, business development manager for CamSys, said that in military applications, knowing the exact **position** of objects is extremely important.

While the initial application of the system will be for...

...believes the technology also can be used by the entertainment industry for movie production and **video games**; in education and training applications such as the production of visual data bases for virtual...
...If the CamSys product lives up to its billing, it could be the catalyst for **moving** the company out of its current home, the Rensselaer Polytechnic Institute Incubator Center in Troy...

...DESCRIPTORS: **Image processing** systems

File 1:ERIC 1966-2003/Jan 22
(c) format only 2003 The Dialog Corporation
File 2:INSPEC 1969-2003/Feb W2
(c) 2003 Institution of Electrical Engineers
File 8:EI Compendex(R) 1970-2003/Feb W2
(c) 2003 Elsevier Eng. Info. Inc.
File 34:SciSearch(R) Cited Ref Sci 1990-2003/Feb W3
(c) 2003 Inst for Sci Info
File 434:SciSearch(R) Cited Ref Sci 1974-1989/Dec
(c) 1998 Inst for Sci Info
File 62:SPIN(R) 1975-2003/Jan W2
(c) 2003 American Institute of Physics
File 94:JICST-EPlus 1985-2003/Feb W3
(c) 2003 Japan Science and Tech Corp(JST)
File 144:Pascal 1973-2003/Feb W2
(c) 2003 INIST/CNRS

Set	Items	Description
S1	89	VIDEO()GAME? ? AND IMAGE()PROCESS???
S2	1609950	LOCATION? ? OR POSITION? ? OR COORDINATE OR COORDINATES
S3	1681761	MOTION? ? OR MOVE OR MOVES OR MOVING OR MOVED OR MOVEMENT?
	?	
S4	354736	CHARACTER? ? OR AVATAR? ? OR SUTURE? ?
S5	9838689	2
S6	6046367	TWO
S7	541153	IMAGES
S8	34	S1/2003 OR S1/2002 OR S1/2001 OR S1/2000 OR S1/1999
S9	55	S1 NOT S8
S10	1	S9 AND S2 AND S3
S11	20250	S5(2W)S7 OR S6(2W)S7
S12	0	S9 AND S11

10/7/1 (Item 1 from file: 94)
DIALOG(R)File 94:JICST-EPlus
(c)2003 Japan Science and Tech Corp(JST). All rts. reserv.

03592843 JICST ACCESSION NUMBER: 98A0311575 FILE SEGMENT: JICST-E
Gesture input type interactive game. Artificial retina chip and its application.

MIYAKE YASUNARI (1); KAGE HIROSHI (1); KYUUMA KAZUO (1)
(1) Mitsubishi Electric Corp.
Gazo Rabo, 1998, VOL.9,NO.3, PAGE.36-39, FIG.7, TBL.2, REF.5
JOURNAL NUMBER: L2340AAI ISSN NO: 0915-6755
UNIVERSAL DECIMAL CLASSIFICATION: 681.327.2
LANGUAGE: Japanese COUNTRY OF PUBLICATION: Japan
DOCUMENT TYPE: Journal
ARTICLE TYPE: Commentary
MEDIA TYPE: Printed Publication

ABSTRACT: This paper describes the development of an image input device for a multimedia system, which combines an artificial retina chip with (32*32) pixels with a 16 bit microprocessor. Each pixel of the artificial retina, which consists of a photodiode and a differential amplifier, is connected to peripheral circuits with three control input ports and an output port. This paper explains the structure, operation and function of the artificial retina chip, and presents the structure and specifications of the artificial retina module developed this time. The application of the module to games is also described.

?t10/3,k/1

10/3,K/1 (Item 1 from file: 94)
DIALOG(R)File 94:JICST-EPlus
(c)2003 Japan Science and Tech Corp(JST). All rts. reserv.

03592843 JICST ACCESSION NUMBER: 98A0311575 FILE SEGMENT: JICST-E
Gesture input type interactive game. Artificial retina chip and its application.

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(1) Mitsubishi Electric Corp.
Gazo Rabo, 1998, VOL.9,NO.3, PAGE.36-39, FIG.7, TBL.2, REF.5
JOURNAL NUMBER: L2340AAI ISSN NO: 0915-6755
UNIVERSAL DECIMAL CLASSIFICATION: 681.327.2
LANGUAGE: Japanese COUNTRY OF PUBLICATION: Japan
DOCUMENT TYPE: Journal
ARTICLE TYPE: Commentary
MEDIA TYPE: Printed Publication

...DESCRIPTORS: image processing ; ...

... position measurement...

... video game ; ...

... moving image...

... motion detection

...BROADER DESCRIPTORS:.. position ;

File 647: CMP Computer Fulltext 1988-2003/Feb W1
(c) 2003 CMP Media, LLC
File 674: Computer News Fulltext 1989-2003/Feb W3
(c) 2003 IDG Communications

Set	Items	Description
S1	14	VIDEO()GAME? ? AND IMAGE()PROCESS???
S2	76949	LOCATION? ? OR POSITION? ? OR COORDINATE OR COORDINATES
S3	124175	MOTION? ? OR MOVE OR MOVES OR MOVING OR MOVED OR MOVEMENT?
	?	
S4	9761	CHARACTER? ? OR AVATAR? ? OR SUTURE? ?
S5	164951	2
S6	198519	TWO
S7	14486	IMAGES
S8	4	S1/2003 OR S1/2002 OR S1/2001 OR S1/2000 OR S1/1999
S9	10	S1 NOT S8
S10	217	S5(2W)S7 OR S6(2W)S7
S11	0	S9 AND S10
S12	0	S9 AND S2 AND S3
S13	10	S9
S14	8	RD (unique items)
S15	8	Sort S14/ALL/PD,D

15/8/1 (Item 1 from file: 647)
DIALOG(R)File 647:(c) 2003 CMP Media, LLC. All rts. reserv.

01162154 CMP ACCESSION NUMBER: CRW19980525S0021
**Falling Memory Prices, Popularity of Game Titles Create a Wider Playing
Field - Game Graphics Driving Wild Cards**
PUBLICATION DATE: 980525
WORD COUNT: 2375
COMPANY NAMES (DIALOG GENERATED): Acclaim Entertainment ; ATI Technologies
; Compaq Computer ; CRW Labs ; Hewlett Packard ; Jon Peddie & Associates
; Matrox ; Microsoft ; Speeds & Feeds ; STB Systems ; VMU Labs

15/8/2 (Item 2 from file: 647)
DIALOG(R)File 647:(c) 2003 CMP Media, LLC. All rts. reserv.

01118221 CMP ACCESSION NUMBER: EET19970203S0133
MVI instructions boost Alpha processor
PUBLICATION DATE: 970203
WORD COUNT: 1362

15/8/3 (Item 3 from file: 647)
DIALOG(R)File 647:(c) 2003 CMP Media, LLC. All rts. reserv.

01098645 CMP ACCESSION NUMBER: EET19960729S0003
Three chip makers license CPU cores
PUBLICATION DATE: 960729
WORD COUNT: 1068

15/8/4 (Item 4 from file: 647)
DIALOG(R)File 647:(c) 2003 CMP Media, LLC. All rts. reserv.

01033650 CMP ACCESSION NUMBER: EET19941031S0051
Multimedia is in the chips (Briefs)
PUBLICATION DATE: 941031
WORD COUNT: 1892

15/8/5 (Item 5 from file: 647)
DIALOG(R)File 647:(c) 2003 CMP Media, LLC. All rts. reserv.

00545045 CMP ACCESSION NUMBER: CRN19930927S3400
**SOLUTIONS WITH A DIFFERENCE - Resellers help customers work smarter with
multimedia**
PUBLICATION DATE: 930927
WORD COUNT: 1736

15/8/6 (Item 6 from file: 647)
DIALOG(R)File 647:(c) 2003 CMP Media, LLC. All rts. reserv.

00592797 CMP ACCESSION NUMBER: EBN19910916S2008
**Next-century technology: Can you imagine that? - It just might be stranger
than you think**
PUBLICATION DATE: 910916
WORD COUNT: 3593

15/8/7 (Item 7 from file: 647)
DIALOG(R)File 647:(c) 2003 CMP Media, LLC. All rts. reserv.

00579898 CMP ACCESSION NUMBER: VAR19901001S2442
LIGHTS, ACTION, CAMERA - Frame Grabbers Open Multimedia World to PCs (WARES)
PUBLICATION DATE: 901001

WORD COUNT: 1860

15/8/8 (Item 8 from file: 674)
DIALOG(R)File 674:(c) 2003 IDG Communications. All rts. reserv.

000547

Everyone's talking multimedia

**Applications will teach PC end users more and faster, with audio and
visuals**

Publication Date: September 04, 1989

Word Count: 1354 Line Count: 98

Caption(s): Illustration; CW Chart by Doreen Dahle, The big picture,
source:Information Workstation Group

?t15/3,ab/2,3,4,6

>>>No matching display code(s) found in file(s): 674

15/3,AB/2 (Item 2 from file: 647)
DIALOG(R)File 647:CMP Computer Fulltext
(c) 2003 CMP Media, LLC. All rts. reserv.

01118221 CMP ACCESSION NUMBER: EET19970203S0133

MVI instructions boost Alpha processor

Peter Bannon and Anil Jain, Consulting Engineers, Digital Semiconductor,
Hudson, Mass.

ELECTRONIC ENGINEERING TIMES, 1997, n 939, PG74

PUBLICATION DATE: 970203

JOURNAL CODE: EET LANGUAGE: English

RECORD TYPE: Fulltext

SECTION HEADING: Multimedia Design

WORD COUNT: 1362

TEXT:

Emerging multimedia applications present an ever-increasing challenge to the performance capabilities of today's microprocessors. Applications for 3-D graphics depend on very high floating-point performance to support geometry and setup operations on polygons, the basic elements of 3-D images. Videoconferencing and motion-video-authoring applications require an astonishing level of integer performance to support video compression of pixel data-an operation that is the single largest consumer of CPU cycles in motion-video applications. In applications such as sophisticated **video games** and combined graphics and videoconferencing, concurrent 3-D and motion video demand uninterrupted integer and floating-point performance for acceptable results.

15/3,K/6 (Item 6 from file: 647)
DIALOG(R)File 647:CMP Computer Fulltext
(c) 2003 CMP Media, LLC. All rts. reserv.

00592797 CMP ACCESSION NUMBER: EBN19910916S2008

**Next-century technology: Can you imagine that? - It just might be stranger
than you think**

David Gabel
ELECTRONIC BUYERS' NEWS, 1991, n 102
PUBLICATION DATE: 910916
JOURNAL CODE: EBN LANGUAGE: English
RECORD TYPE: Fulltext
SECTION HEADING: EBN Extra - 20 years
WORD COUNT: 3593

... The system will have 300 stations for services. We view the
stations as combinations between **video games**, computer systems, books
and television. We think we can blend the good parts of each...

...say this is fun."

So the stations will have such services as a multistation
interactive **video game** that persons at different stations can play
against each other. The system will also offer...

...are the first steps. Tomorrow's chips will likely have those elements,
plus a digital **image processor**, megabytes of memory, and high-speed
fiber-optic I/O, all on the same chip...

?t15/3,k/3,4

15/3,K/3 (Item 3 from file: 647)
DIALOG(R)File 647:CMP Computer Fulltext
(c) 2003 CMP Media, LLC. All rts. reserv.

01098645 CMP ACCESSION NUMBER: EET19960729S0003

Three chip makers license CPU cores

Ron Wilson and Yoshiko Hara
ELECTRONIC ENGINEERING TIMES, 1996, n 912, PG01
PUBLICATION DATE: 960729
JOURNAL CODE: EET LANGUAGE: English
RECORD TYPE: Fulltext
SECTION HEADING: News
WORD COUNT: 1068

... with proprietary communications and graphics cores, in printer
controllers that include special interface designs and **image - processing**
algorithms, or in single-chip **video - game** consoles, embedded
microprocessors are ceasing to be used as standalone chips.

This is forcing microprocessor...

15/3,K/4 (Item 4 from file: 647)
DIALOG(R)File 647:CMP Computer Fulltext
(c) 2003 CMP Media, LLC. All rts. reserv..

01033650 CMP ACCESSION NUMBER: EET19941031S0051

Multimedia is in the chips (Briefs)

Junko Yoshida
ELECTRONIC ENGINEERING TIMES, 1994, n 821, PG50
PUBLICATION DATE: 941031
JOURNAL CODE: EET LANGUAGE: English
RECORD TYPE: Fulltext
SECTION HEADING: Consumer ICs
WORD COUNT: 1892

... improved, many PC board vendors advancing into the entertainment
multimedia market- particularly those with PC **video game**
applications--want MPEG today, not next year," according to Glenn

Coffman, director of business development...dramatically at this year's Comdex/Fall, ' ' predicted Dominic Laval, product marketing manager for the **Image Processing** Business Unit at SGS-Thomson. He noted that the video CD consumer segment and the...

Set	Items	Description
S1	28	VIDEO()GAME? ? AND IMAGE()PROCESS???
S2	1516117	LOCATION? ? OR POSITION? ? OR COORDINATE OR COORDINATES
S3	824396	MOTION? ? OR MOVE OR MOVES OR MOVING OR MOVED OR MOVEMENT?
	?	
S4	31488	CHARACTER? ? OR AVATAR? ? OR SUTURE? ?
S5	9125313	2
S6	1701318	TWO
S7	17614	IMAGES
S8	257	S5(2W)S7 OR S6(2W)S7
S9	922	S2(S)S3(S)S4
S10	1	S1 AND S9
S11	0	S1 AND S8

10/3,K/1
DIALOG(R) File 545:Investext(R)
(c) 2003 Thomson Financial Networks . All rts. reserv.

03895377

Alias Research - Company Report
OPPENHEIMER & CO., INC.
Brecken, L.
NEW YORK (STATE OF)

DATE: December 7, 93
INVESTEXT(tm) REPORT NUMBER: 1398146, PAGE 5 OF 19, TEXT PAGE
This is a(n) COMPANY report.

TEXT:

2) Animation. Once the **character** is modeled, its **movement** or animation must be created. Animation, among other things, defines a **character** 's size, positioning and shape variably over space and time. Animators usually define key frames in an object's line of **motion** between which the computer interpolates **positions** so the **motion** appears smooth. Most animators still draw each frame of **motion** , digitize it, and then string the frames together to simulate real **motion** . **Video game** animators have become increasingly interested in using software to capture the **motions** of actors and apply them to digital **characters** .

3) Rendering. A **character** 's surface characteristics such as color and texture are defined and applied using rendering, the...

...market consists of companies that create digital images for print media. This industry has been **moving** to digital images created by computer for several years and is considerably more competitive than...

Product Descriptors: **IMAGE PROCESSING SYSTEMS...**